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Xerte online Toolkits

(Advanced)
User Guide

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Multiple choice

Introduction

This tutorial covers the use of the Multiple Choice Question template which enables you to add a multiple choice question anywhere within your learning object. You can add one or more individual pages containing a single multiple-choice question. You can create a simple true/false or single correct answer question or a more complex question with multiple correct answers.

Pre-requisites

You should already be familiar with the basic steps required to create or edit a leaning object with Xerte Online Toolkits before beginning this tutorial. (see relevant tutorials if necessary).

Context

This Multiple Choice Question template is slightly different to the alternative Quiz template. The quiz template is for creating a series of questions on a single page although by following this guide you should find using the separate quiz template relatively easy also. Consider using this particular template to add relevant questions within your sequence of content, to help learners test their understanding at that point, as opposed to a multi-question quiz to test understanding at the end of a section, or at the end of the learning object.

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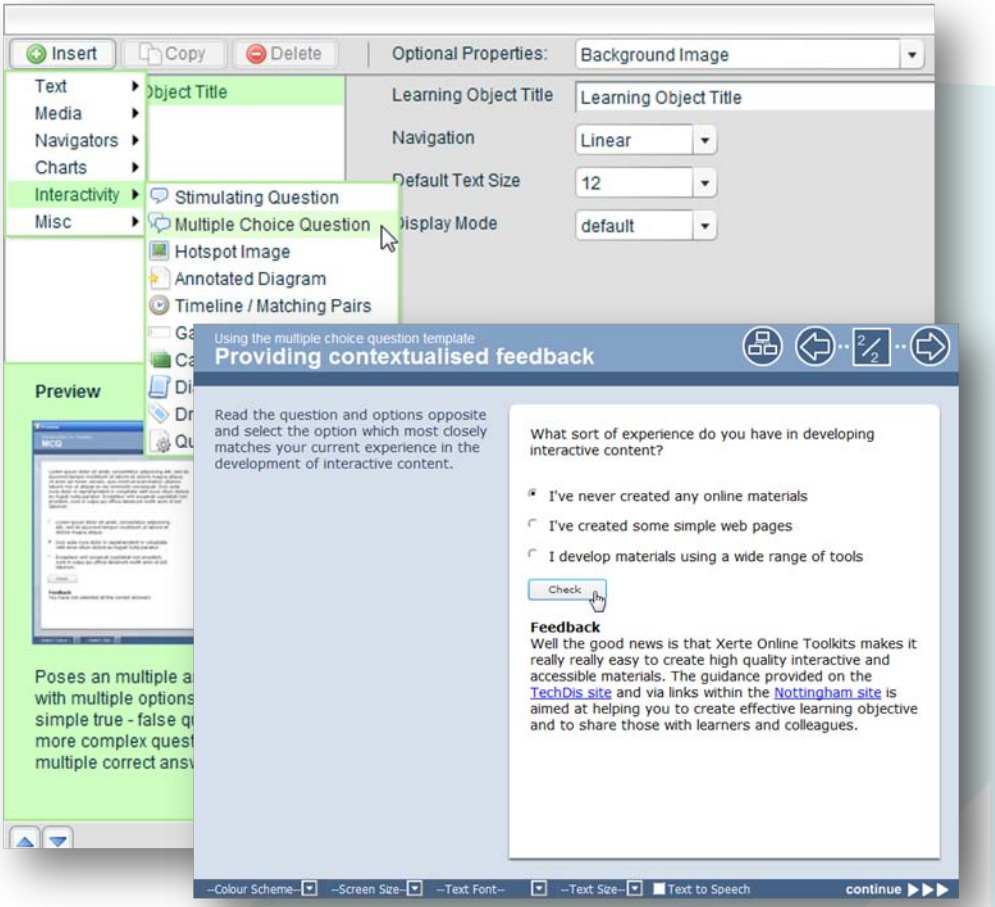
Insert
Copy
Delete
Optional Properties:
Background Image
Text
Media
Navigators
Charts
Interactivity
Misc
Learning Object Title
Learning Object Title
Navigation
Linear
Default Text Size
12
default
Stimulating Question
Multiple Choice Question
Hotspot Image
Annotated Diagram
Timeline / Matching Pairs
Preview
Using the multiple choice question template
Providing contextualised feedback
Read the question and options opposite and select the option which most closely matches your current experience in the development of interactive content.
What sort of experience do you have in developing interactive content?
I've never created any online materials
I've created some simple web pages
I develop materials using a wide range of tools
Check
Feedback
Well the good news is that Xerte Online Toolkits makes it really really easy to create high quality interactive and accessible materials. The guidance provided on the TechDis site and via links within the Nottingham site is aimed at helping you to create effective learning objective and to share those with learners and colleagues.
--Colour Scheme--
--Screen Size--
--Text Font--
--Text Size--
Text to Speech
continue

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Key:

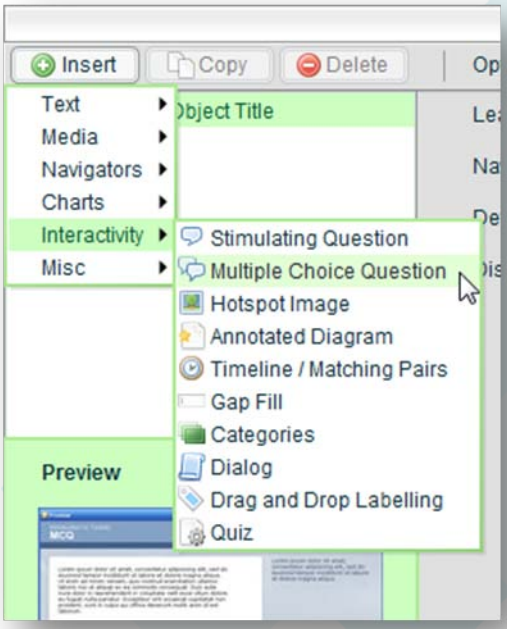
New sequence

1 Sequential steps with screenshots for reference

2 Repeated steps without screenshots

Adding a multiple choice question page

Create a new learning object or edit an existing learning object to which you wish to add one or more multiple choice questions.



1 Navigate to **Insert > Interactivity** and select **Multiple Choice Question**

N.B. as you hover the pointer over each page type a preview and summary of that template will appear in the bottom left of the window.

For this first example we're going to add a simple true or false question. You can type, or copy (Ctrl + C) and paste (Ctrl + V) text into the relevant form fields.

2 Enter a page title in the **Page Title** text box:

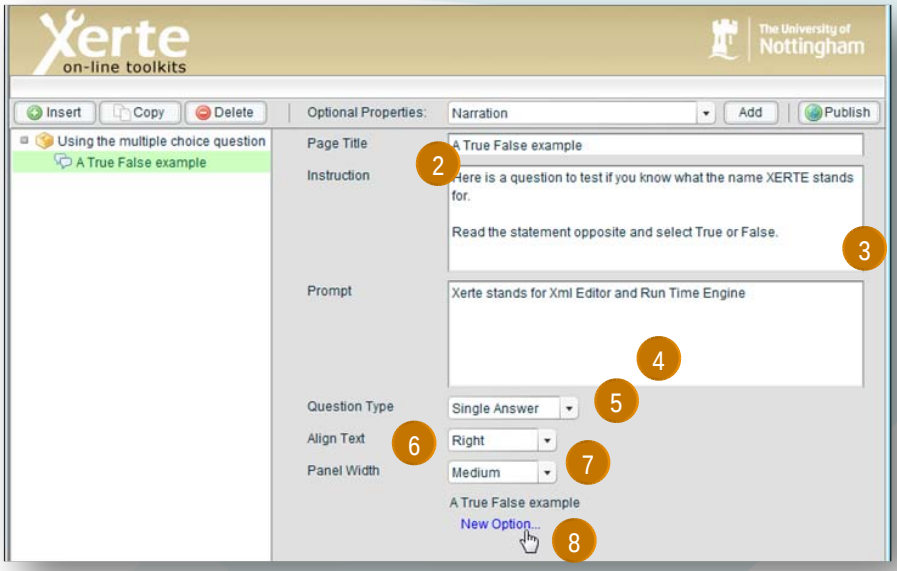
A True False example

3 Enter instructions in the **Instruction** text box:

Here is a question to test if you know what the name XERTE stands for.
Read the statement opposite and select True or False.

4 Enter a question in the **Prompt** text box:

Xerte stands for Xml Editor and Run Time Engine

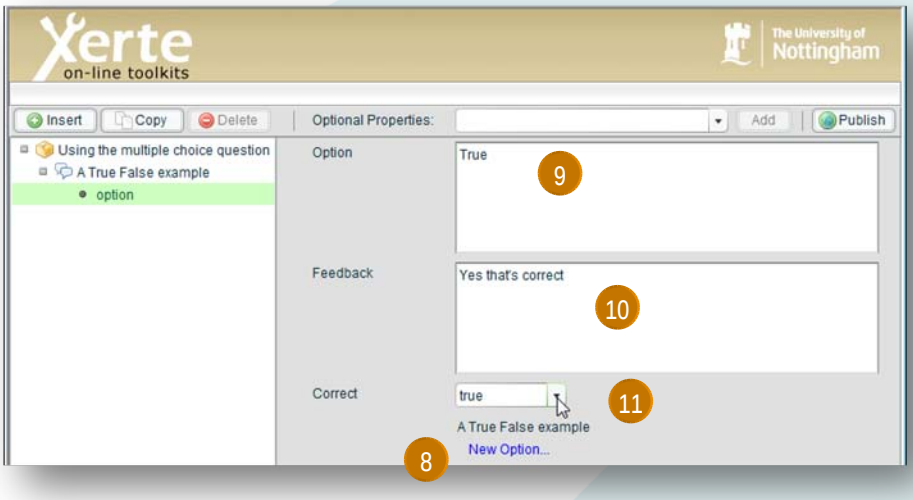


5 For Question Type we're going to leave the default of **Single Answer** for this question.

6 For Align Text select **Right**. This will display the instructions on the left and the question and possible answers on the right.

7 Leave Panel Width set to **Medium**. The other options change the size of the area in which the question and possible answers are displayed. Selecting Full will fill the screen with the question panel and hide the instructions.

8 To add possible answers click **New Option...** A new form will appear where we can add an option and feedback.



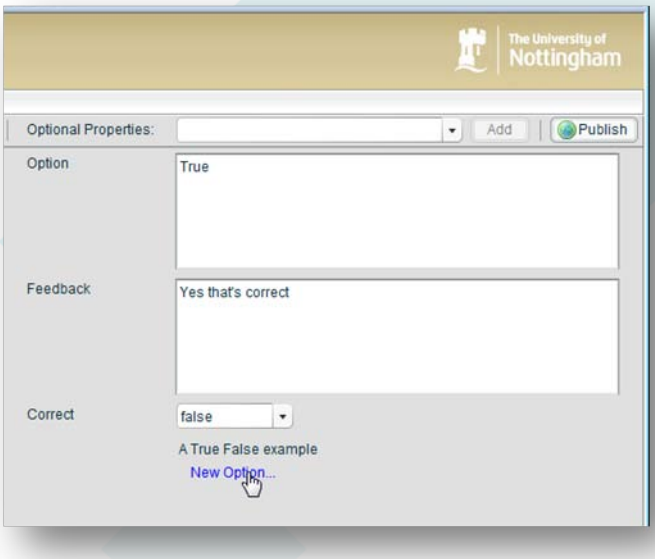
9 Enter the first option in the **Option** text box:

True

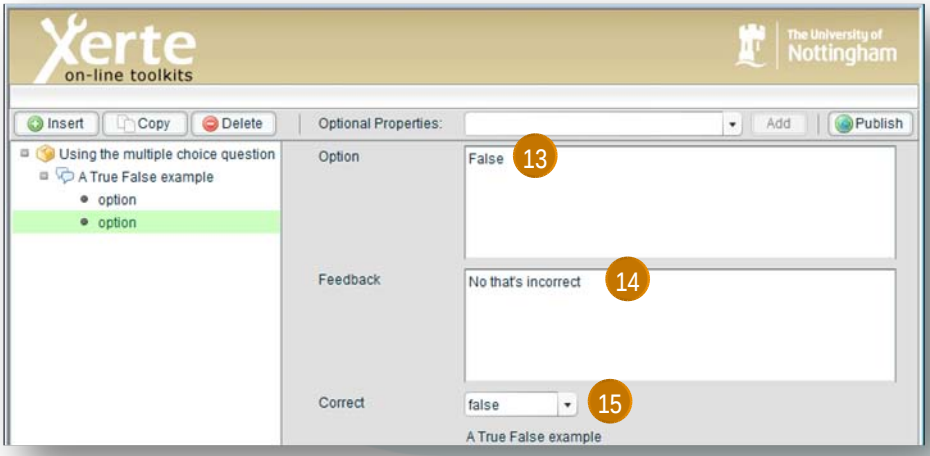
10 Enter the feedback in the **Feedback** text box:

Yes that's correct

11 Set Correct to **True**.



12 Click **New Option...** to add another option.



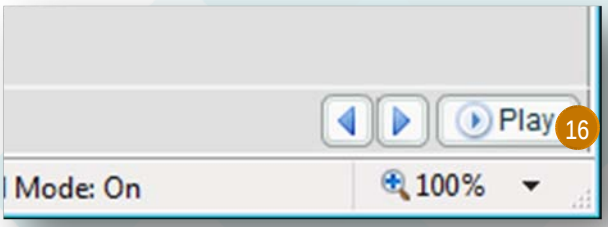
13 Enter the second option in the **Option** text box:

False

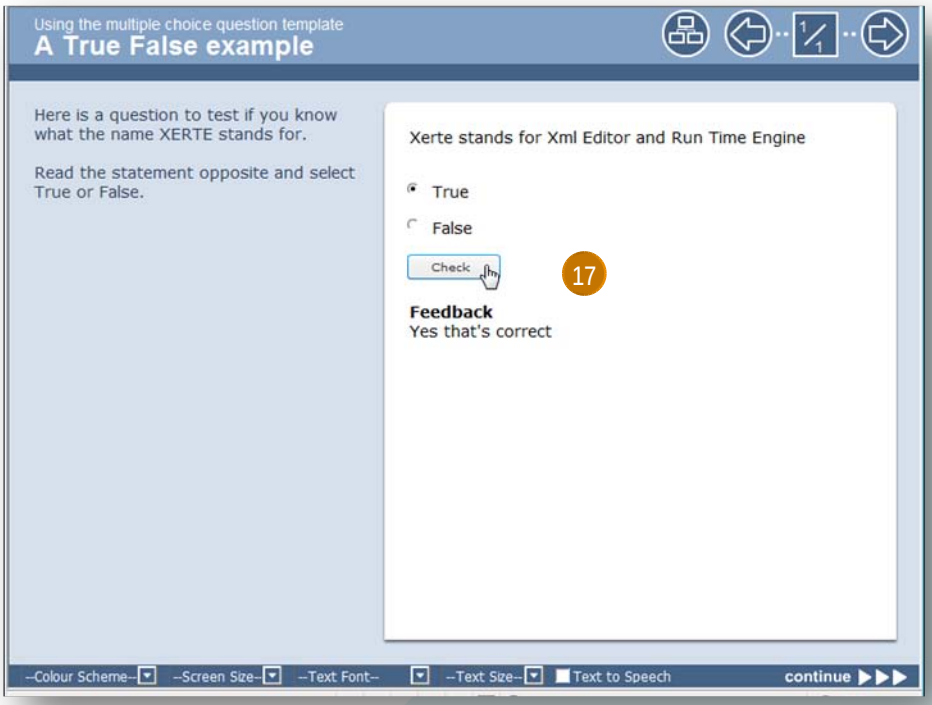
14 Enter feedback for the incorrect response in the **Feedback** text box:

No that's incorrect

15 Leave the Correct menu at its default value of **False**.



16 Press **Play** to preview the new question page...

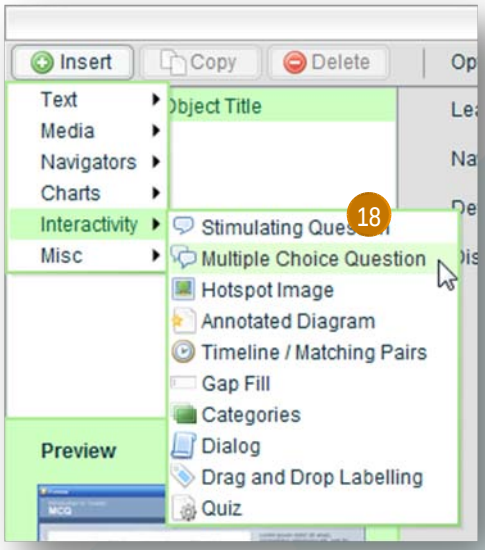


17 Select each answer and click the **check** button to see the feedback for the correct and incorrect answer.

Close the preview window to return to the edit window.

Adding a multiple choice question page with contextualized feedback

Let's add another question – this time a simple but effective multiple choice question with contextualized feedback.
It is good practice to think about the value of the feedback you provide and to contextualize that feedback for each response and fortunately this and other Xerte page templates enable this.
For example: where appropriate look for opportunities to vary the feedback for each response and to provide additional info/guidance related to that response, rather than simply "that's correct" or "that's incorrect". E.g. you may also wish to add optional narration, to help clarify your question, or to support learners who might prefer or benefit from an option to listen, as well as read, the question.
You could also add hyperlinks within the feedback to link to further resources, providing opportunities for differentiated support. The following steps will describe how to do this.



18 Navigate to **Insert > Interactivity** and select **Multiple Choice Question**

19 Enter a page title in the **Page Title** text box:

Providing contextualised feedback

20 Enter instructions in the **Instruction** text box:

Read the question and options opposite and select the option which most closely matches your current experience in the development of interactive content.

21 Enter a question in the **Prompt** text box:

What sort of experience do you have in developing interactive content?

22 For Question Type leave the default of **Single Answer** for this question.

23 Once again for Align Text select **Right** and also leave Panel Width set to **Medium**.

24 To add possible answers click **New Option…**

25 Enter the first option in the **Option** text box:

I've never created any online materials

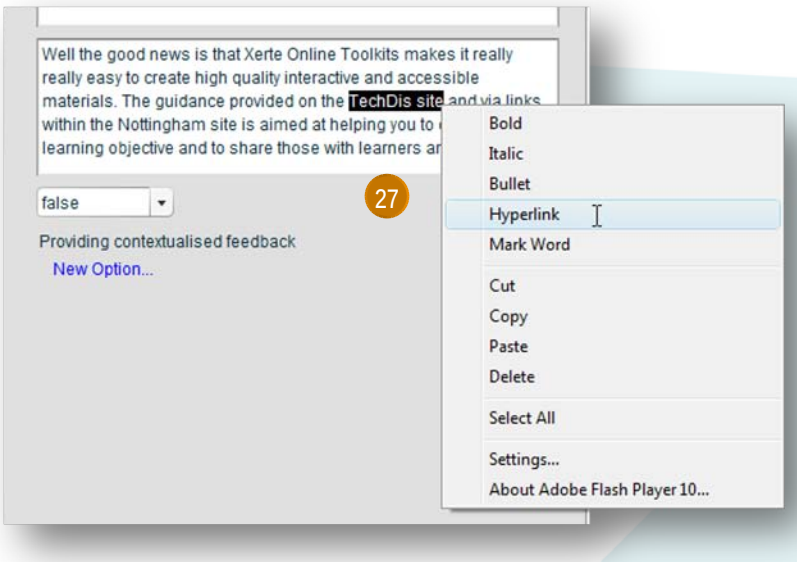
26 Enter the feedback in the **Feedback** text box:

Well the good news is that Xerte Online Toolkits makes it really easy to create high quality interactive and accessible materials. The guidance provided on the TechDis site links within the Nottingham site is aimed at helping you to create effective learning objects and to share those with learners and colleagues.

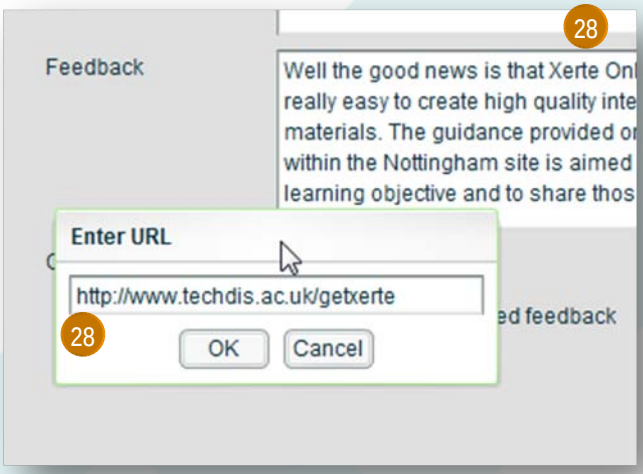
To add links to online resources or websites within the feedback you might find it useful to collate those links first e.g. copy and paste them into a text file or word document first. For this example we're going to add the following two links:

http://www.techdis.ac.uk/getxerte http://www.nottingham.ac.uk/~cczjrt/Editor/

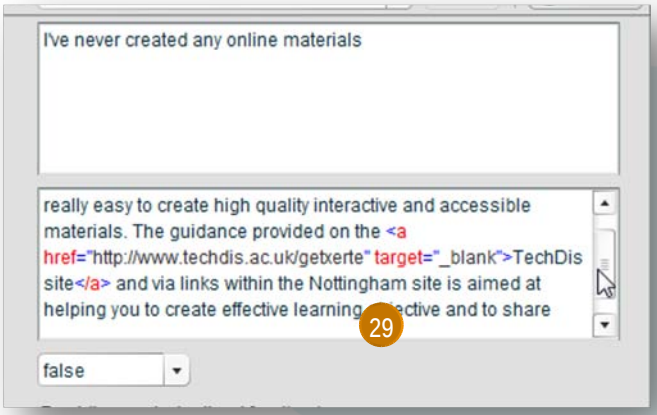
You may wish to select and copy (Ctrl + C) the relevant link before proceeding to the next step.



27 Select the words TechDis site in the Feedback text box, **Right Click** and select Hyperlink



28 Type or copy and paste the relevant hyperlink and click **OK**.



29 The html code will be added automatically. N.B leave the false option selected.

Repeat the process for the link to the Nottingham site

30 Click **New Option...** to add another option.

31 Enter the second option in the **Option** text box e.g.

I've created some simple web pages

32 Enter the feedback in the **Feedback** text box:

Good, your experience in creating web pages will help you to get to grips with Xerte Online Toolkits very quickly. Using Toolkits will help you develop materials quickly and easily by providing a range of solutions for issues such as accessibility and takes care of all the layout and design issues for you. Creating and sharing high quality interactive materials is very fast.

33 Click **New Option...** to add a third option.

34 Enter the third option in the **Option** text box:

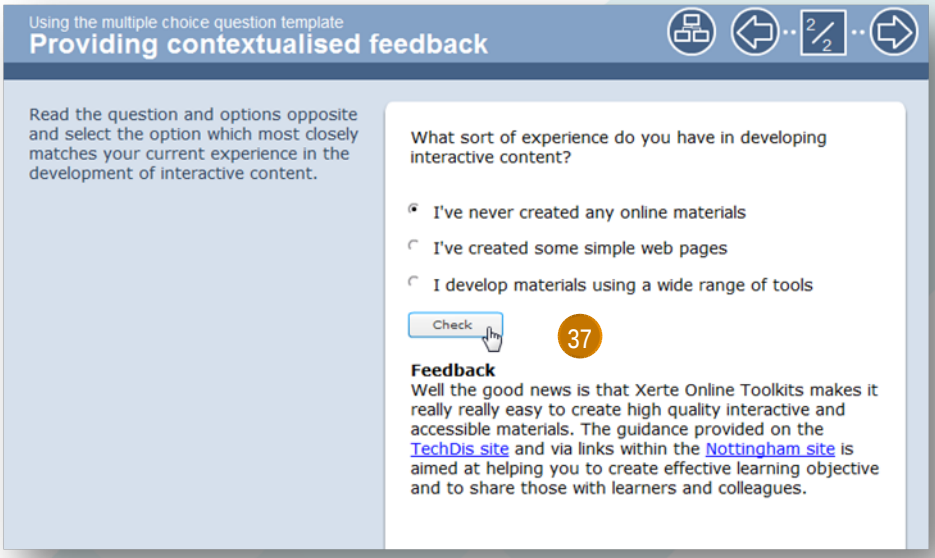
I develop materials using a wide range of tools

35 Enter the feedback in the **Feedback** text box:

> Excellent. Your existing experience will help you to make full use of the templates available in Xerte Online Toolkits and you can also extend the functionality of toolkits in a number of ways. You might wish to browse or even contribute to the guidance found on the TechDis and Nottingham Sites to share your experience with others. If you are a Flash developer, you can also create your own content to include alongside the assorted page templates or even develop and share new templates.

Repeat the previous steps to add the TechDis and Nottingham links to this feedback for option 3.

36 Click **Play** to preview your second question complete with contextualised feedback...


Using the multiple choice question template
Providing contextualised feedback
Read the question and options opposite and select the option which most closely matches your current experience in the development of interactive content.
What sort of experience do you have in developing interactive content?
I've never created any online materials
I've created some simple web pages
I develop materials using a wide range of tools
Check
37
Feedback
Well the good news is that Xerte Online Toolkits makes it really really easy to create high quality interactive and accessible materials. The guidance provided on the TechDis site and via links within the Nottingham site is aimed at helping you to create effective learning objective and to share those with learners and colleagues.

37 Select each option and click **check**.

38 Test the feedback hyperlinks to verify they work.

Hotspot Image

Introduction

This tutorial covers the use of the Hotspot Image page type which allows you to add hotspots to images quickly and easily. The Hotspot Image pages created are also fully accessible, enabling the Hotspot interaction to be navigated and completed by keyboard without the need for a mouse.

Pre-requisites

You should already be familiar with the basic steps required to create or edit a learning object with Xerte Online Toolkits before beginning this tutorial. (see relevant tutorials if necessary)

Context

This Hotspot Image page type can be used in many different contexts and provides a more engaging way of presenting information for the learner to navigate and check understanding of a particular topic. e.g. click on an image showing areas of a map or building to explore what you will find in each location. Click on a composite image of different people to see their name and what they do, perhaps for induction. Click on a screenshot of a software application like Xerte to read more about each panel or button. It's an example like the latter we will create during this tutorial. **N.B.** you can also download the assets to follow this tutorial step by step.

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Key:

- New sequence
- 1 Sequential steps with screenshots for reference
- 2 Repeated steps without screenshots

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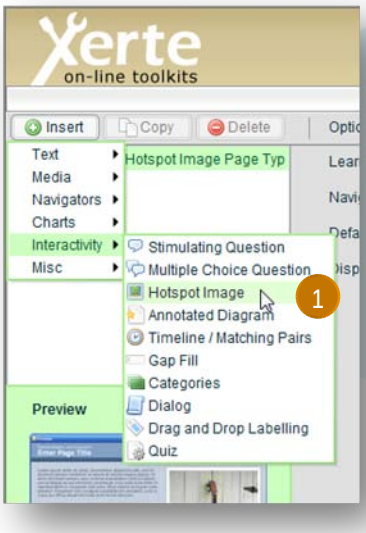
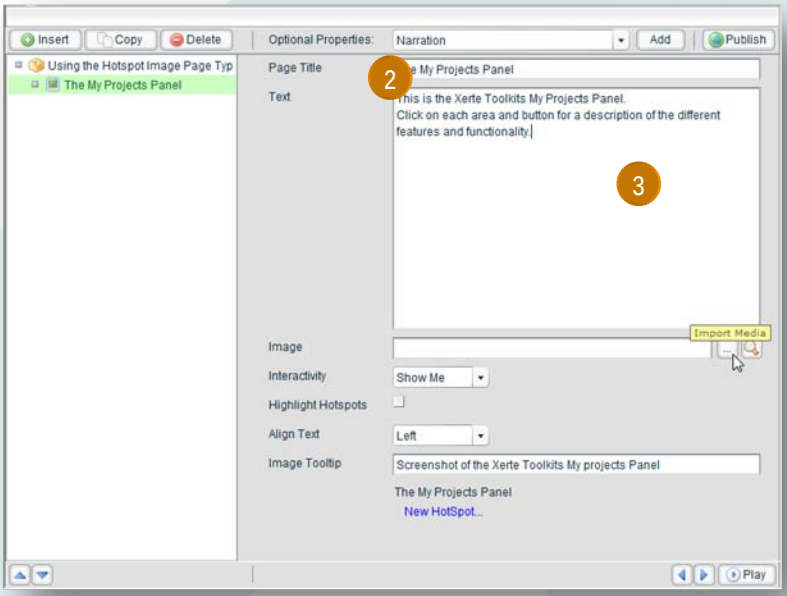


Adding a Hotspot Image page

1 Create a new learning object or edit an existing learning object to which you wish to add one or more Hotspot Image pages.

1 Navigate to **Insert > Interactivity** and select **Hotspot Image**

N.B. as you hover the pointer over each page type a preview and summary of that template will appear in the bottom left of the window.

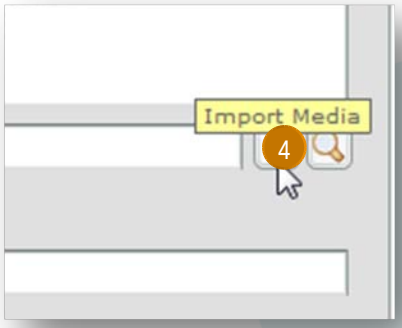


2 Give our new page an appropriate **Page Title:**

The My Projects Panel

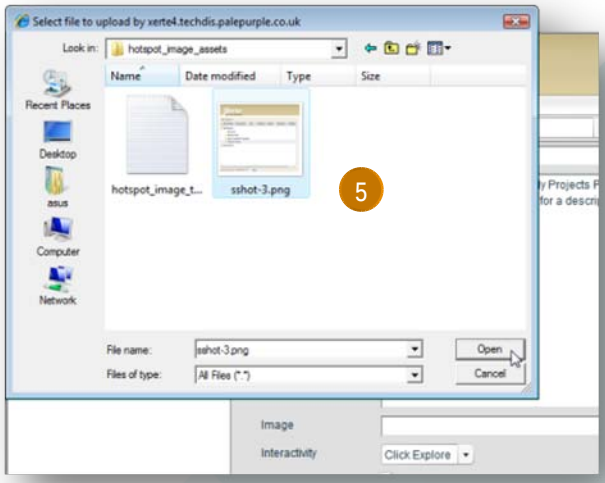
3 In the **Text** area, add a suitable introduction and explanation:

This is the Xerte Toolkits My Projects Panel. Click on each area and button for a description of the different features and functionality.



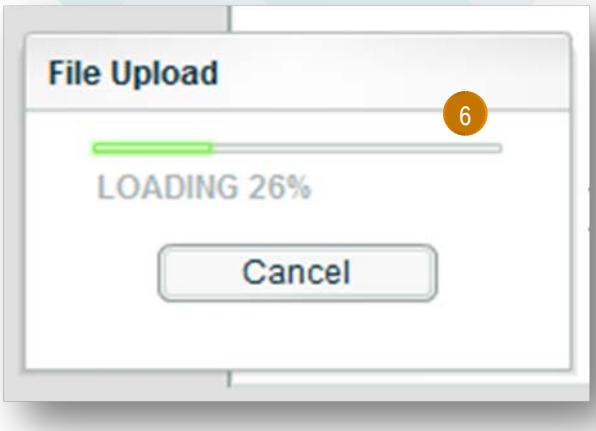
4 Click **Import Media** to import an image.

N.B. Images can be .jpg, .png, .gif or .swf. If your image is .bmp or another format it will need to be converted to one of the compatible formats before importing.

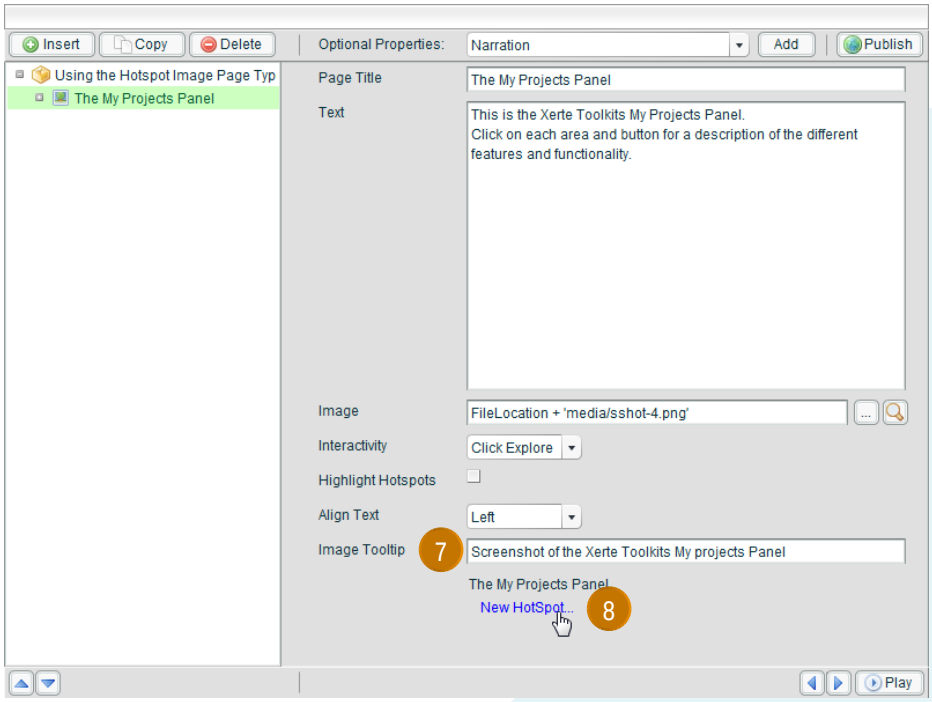


5 **Browse** and **Select** the relevant image. In this case sshot-3.png which can be found on the Moodle Xerte course.

N.B. If not the default, when browsing for images you may wish to switch to **View Thumbnails,** to more easily select the correct image.



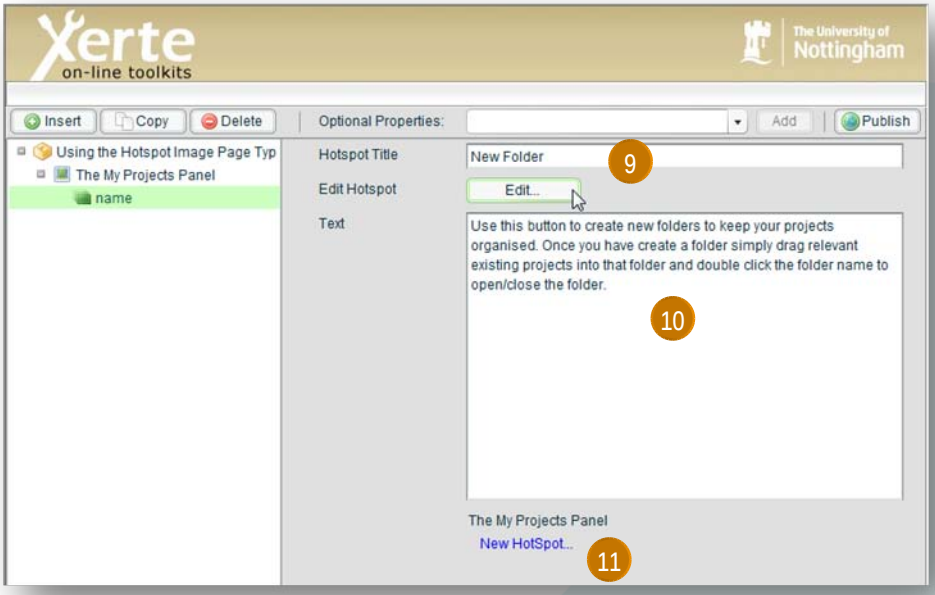
6 The **File Upload** Progress Window will appear and disappear automatically when the image is uploaded.



7 It's important to add a suitable **Image Tooltip** for users with a visual impairment. This can also be beneficial to all users by providing a clear description of each image. In this case:

Screenshot of the Xerte Online Toolkits My Projects Panel

8 Click **New Hotspot** to add a new nested hotspot page.



9 Add an appropriate **Hotspot Title**:

New Folder

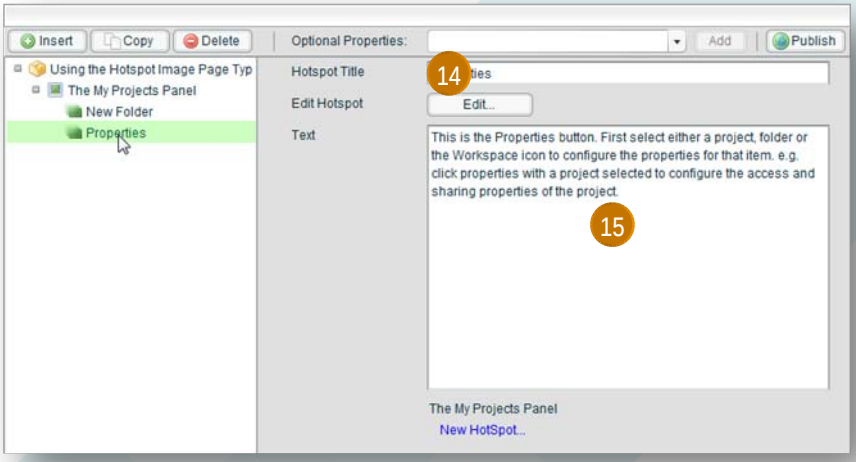
10 Add the **Hotspot Text**:

Use this button to create new folders to keep your projects organised. Once you have created a folder simply drag relevant existing projects into that folder and double click the folder name to open/close the folder.

11 Click **Edit**. The Image Inspector appears showing the Hotspot for this nested page which we need to position and resize…

12 Position and resize the **Hotspot** so that it covers the New Folder button and then **Close** the **Image Inspector** window by clicking on the [x]

13 Click **New Hotspot** to add another hotspot and nested page.



14 Add the Hotspot Title:

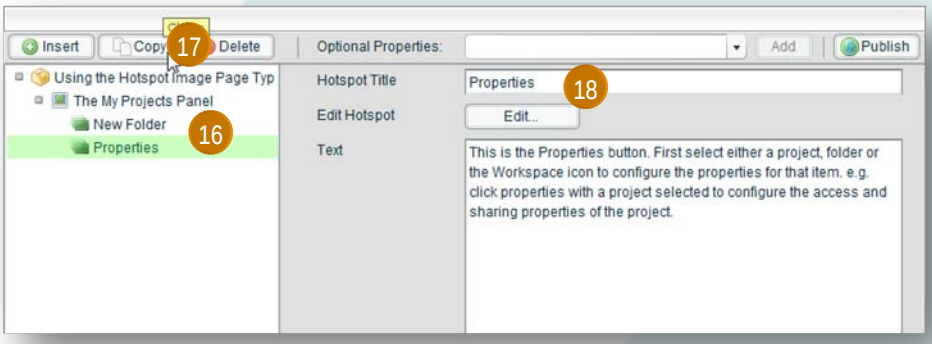
Properties

15 Add the Hotspot Text:

This is the Properties button. First select either a project, folder or the Workspace icon to view and in some cases configure the properties for that item. e.g. click properties with a project selected to view and configure the access and sharing properties of that particular project.

There is a quicker way to add new Hotspots in a situation like this e.g. where the hotspots are more or less the same size and just need to be re-positioned.

16 Select the Properties **Nested Page** in the **Page Icon Panel**.



17 Click **Copy** to make a copy (Clone) of the selected page. This copies the page complete with text and hotspot.

18 Replace the **Hotspot Title Text**:

Edit

19 Replace the Nested Page **Text**:

This is the Edit button. This is where you can edit your existing projects to add, delete and/or configure the project and pages.

20 Click **Edit** and drag the Hotspot into position. This can be much quicker for a situation like this where all the hotspots are similar size and location.

21 Repeat this process to create a **New Hotspot** for each of the other buttons:

Preview

This is the Preview button. Use this button to preview any existing projects e.g. to identify which one you might wish you edit.

22

Delete

This is the Delete button. Clearly we should be cautious with this button as we can use it to delete individual projects and folders. However fortunately we aren't able to delete folders containing projects and will be prompted that a folder contains projects if we try to delete it.

23

Duplicate

This is the Duplicate button.

Use this button to 'clone' an existing project, creating a copy complete with existing pages and content.

24

Publish

This is the Publish button.

Remember to use this to publish your most recent changes. N.B. If you make changes and don't publish your changes you will be prompted to save your changes when you click the editor

25

Existing folders

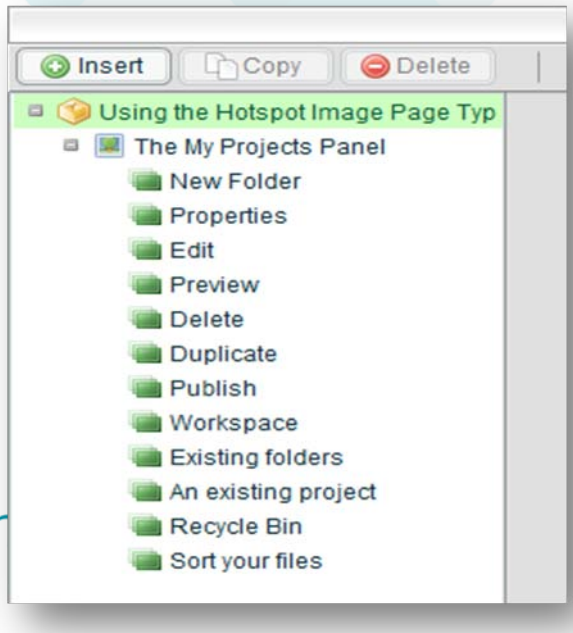
These are the existing folders in this workspace.

26

Recycle Bin

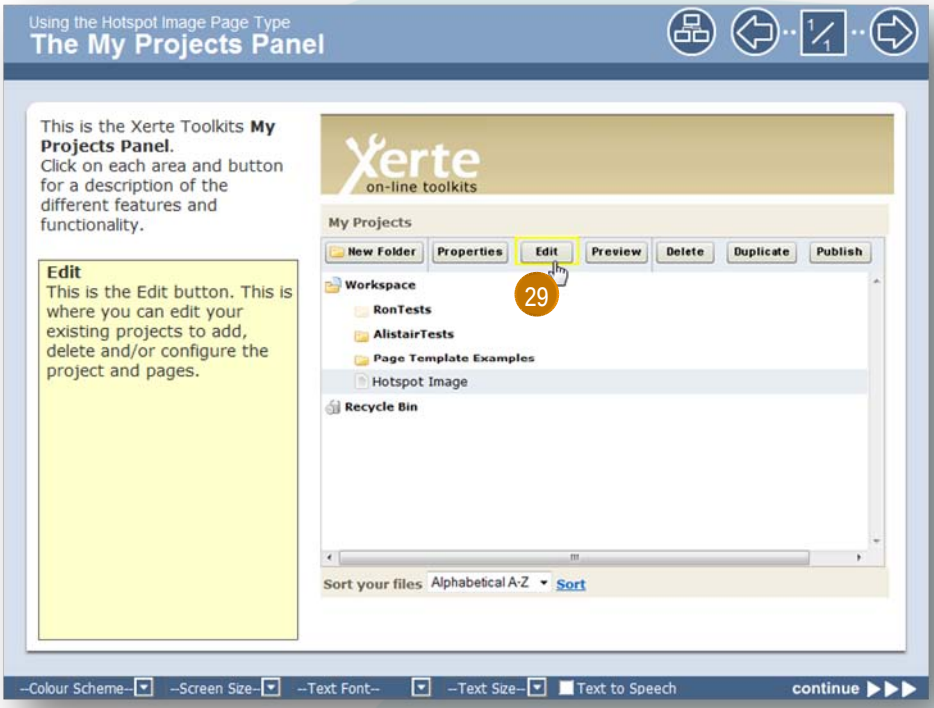
This is the Recycle Bin.

If you double click the Recycle Bin you will see previously deleted projects which you can select, and then permanently delete them, using the Delete button



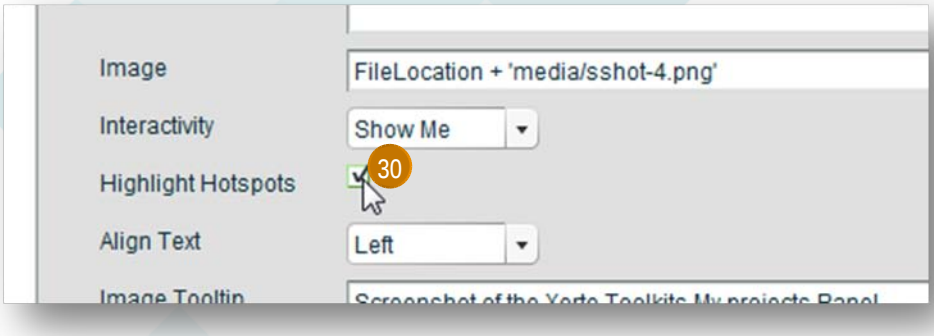
27 Your **Page Icon Panel** should look something like this with a hotspot and nested page for each button and feature of the My Projects Panel.

28 Press **Play** to preview your new **Hotspot Image Page**. Click on each button or feature to learn about what that button or function achieves.



29 Clicking the **Hotspot** covering the Edit button displays the relevant nested page describing what the Edit button is for.

30 We can also choose to highlight the hotspots by ticking the **Highlight Hotspots** checkbox.



31 In some examples, like highlighting areas on a map, it may be useful to show the hotspots in this highlighted state, however in this example it's probably not appropriate.

32 Likewise the **Show Me** option which displays the **Forward** and **Next** buttons can also be switched on or off by choosing **Click Explore** instead.

33 **N.B.** You will notice that the following screenshot shows the **Forward** and **Back** buttons to cycle through each hotspot. These buttons appear when the **Interactivity** setting is set to **Show Me**. However these buttons may or may not appear in your current version of toolkits as this required a minor fix recently. However the buttons will appear if you export the LO, or if the installation is using the most recent version.

Drag and Drop

Introduction

This tutorial covers the use of the Drag and Drop Labelling page type which allows you to create drag and drop interactions quickly and easily. The Drag and Drop interactions created are also fully accessible, enabling the drag and drop interaction to be navigated and completed by keyboard without the need for a mouse.

Pre-requisites

You should already be familiar with the basic steps required to create or edit a learning object with Xerte Online Toolkits before beginning this tutorial. (See relevant tutorials if necessary)

Context

This Drag and Drop Labelling page type can be used in many different contexts and provides a more engaging way of presenting information for the learner to navigate and check understanding of a particular topic. e.g. labelling parts of an engine and reading about what each part does. Labelling health and safety hazards in a kitchen and learning about what precautions can be taken. Labelling features of a software application and perhaps recapping on what functions they achieve. In this example we will continue with our basic introduction to Photography by explaining key aspects of composition. **N.B.** you can also download the assets to follow this tutorial step by step.

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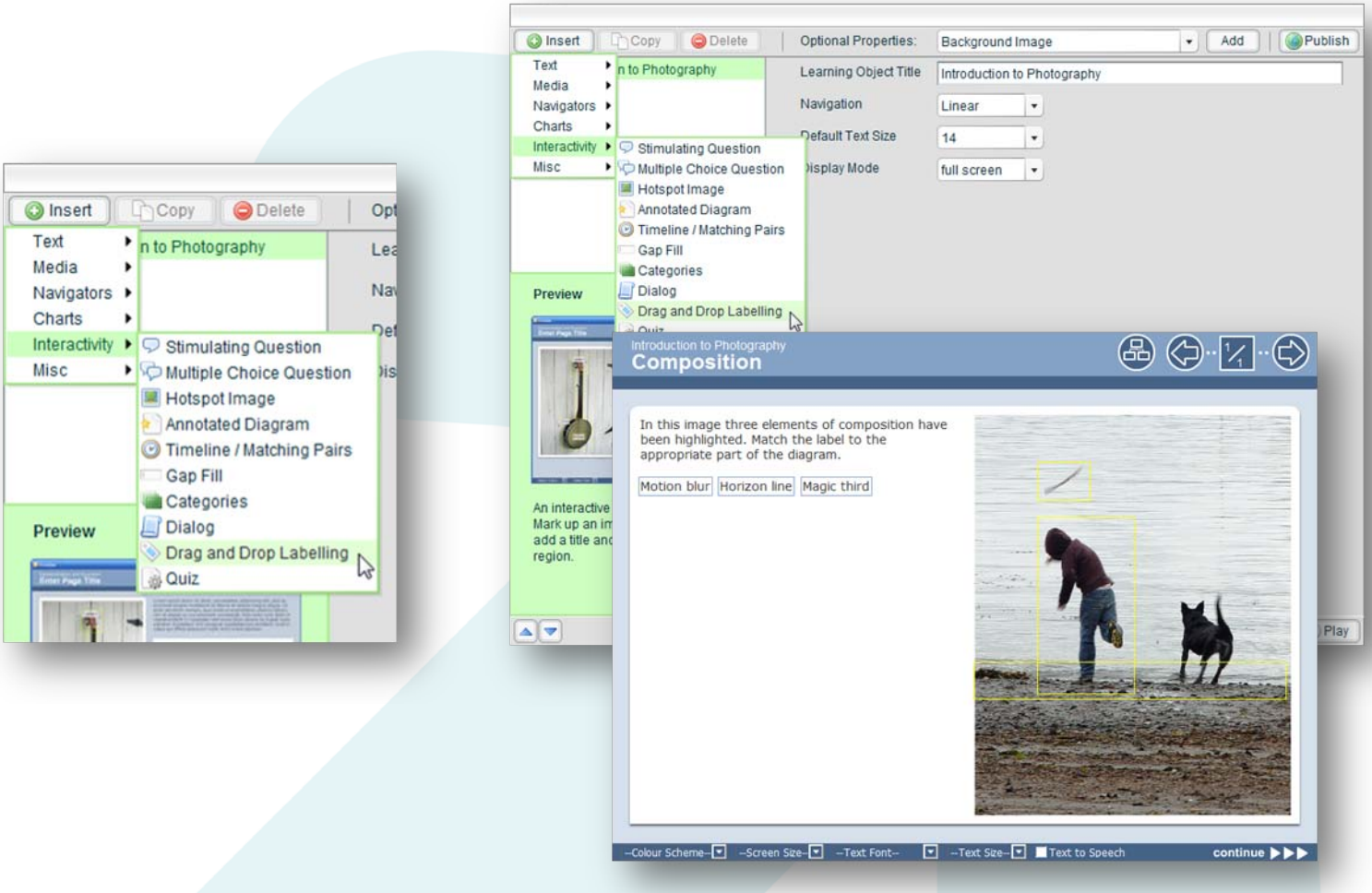

Key:

- New sequence
- 1 Sequential steps with screenshots for reference
- 2 Repeated steps without screenshots

1 Create a new learning object or edit an existing learning object to which you wish to add one or more Drag and Drop Labelling pages.

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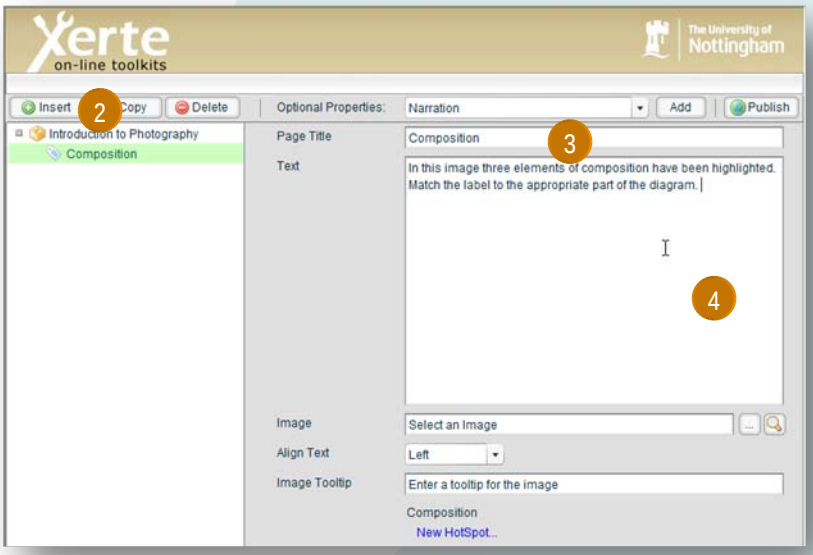
2 Navigate to **Insert > Interactivity** and select **Drag and Drop Labelling**

N.B. as you hover the pointer over each page type a preview and summary of that template will appear in the bottom left of the window.

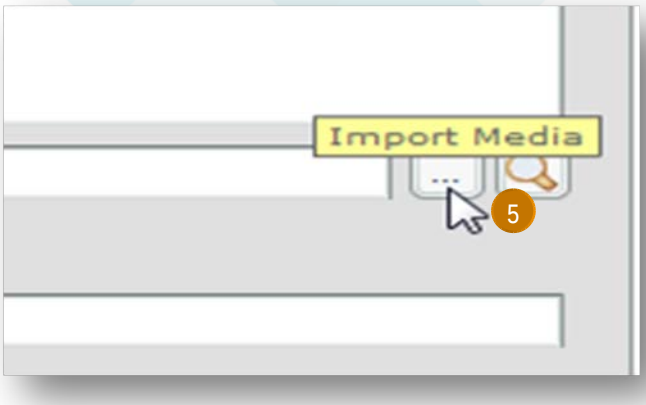


3 Give our new page an appropriate **Page Title:**

Composition

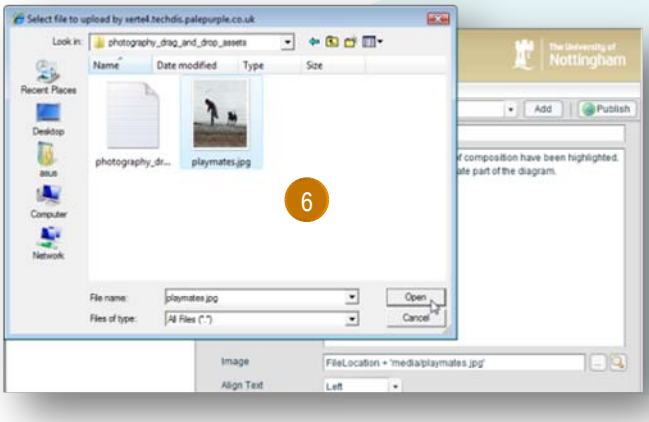
4 In the **Text** area, add a suitable introduction and explanation:

In this image three elements of composition have been highlighted. Match the label to the appropriate part of the diagram.



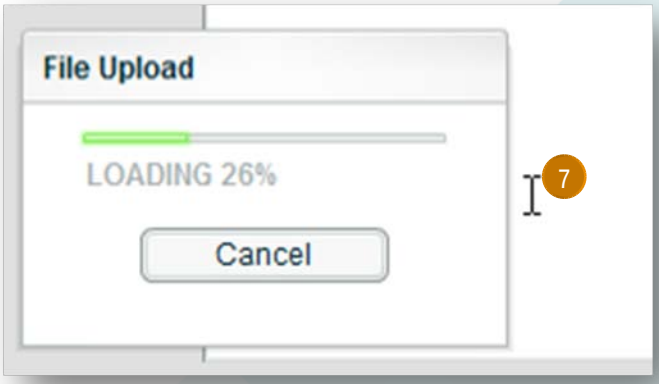
5 Click **Import Media** to import an image.

N.B. Images can be .jpg, .png, .gif or .swf. If your image is .bmp or another format it will need to be converted to one of the compatible formats before importing.

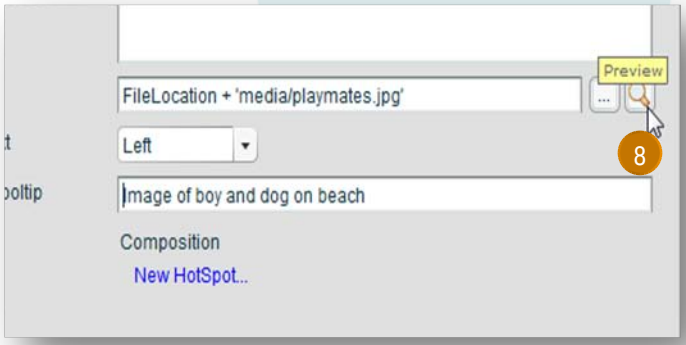


6 **Browse** and **Select** the relevant image. In this case playmates.jpg

N.B. If not the default you may wish to switch to View Thumbnails to more easily select the correct image.

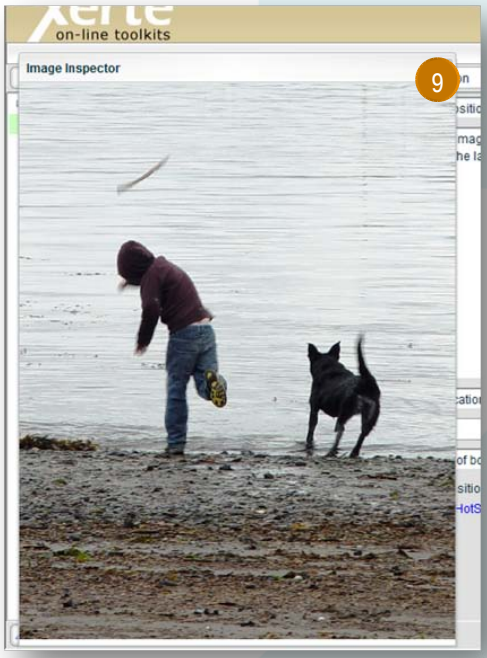


7 The **File Upload** Progress Window will appear and dissapear automatically when the image is uploaded.



8 We can click **Preview** to check our uploaded image.

9 An **Image Inspector** window appears showing our image. **Close** this using the button top right.



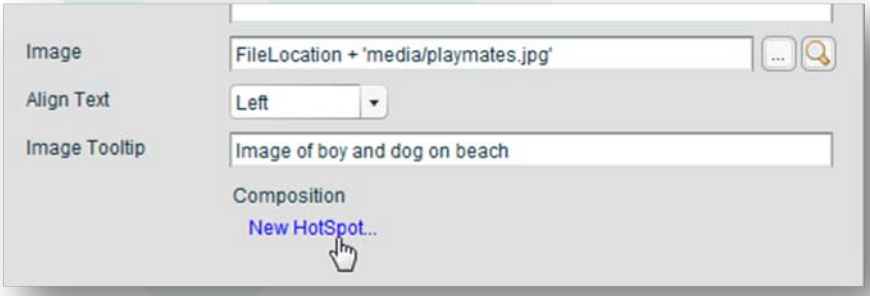
10 Be sure to add an appropriate **Tooltip**:

Image of boy and dog on beach

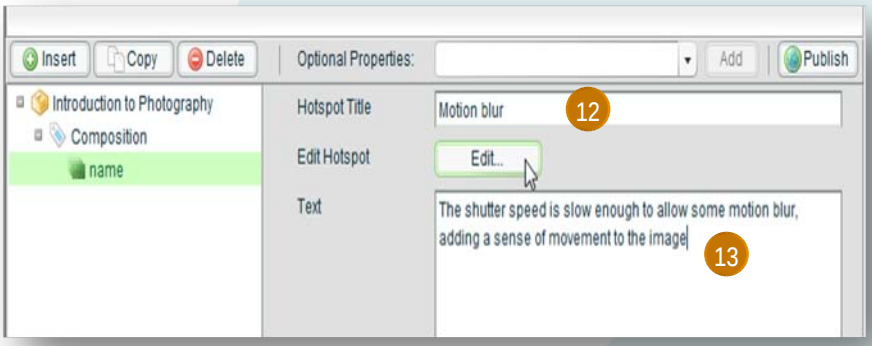
N.B. In the finished LO the Tooltip will appear as the mouse pointer is hovered over the image and will also be read out by screen reader software. When using Internet Explorer this will include the built-in text to speech engine.

Adding Hotspots

Now we are ready to add Hotspot areas to our image which will become the drag and drop labelling areas containing relevant information.



11 Click **New Hotspot**. A new Nested Page appears.

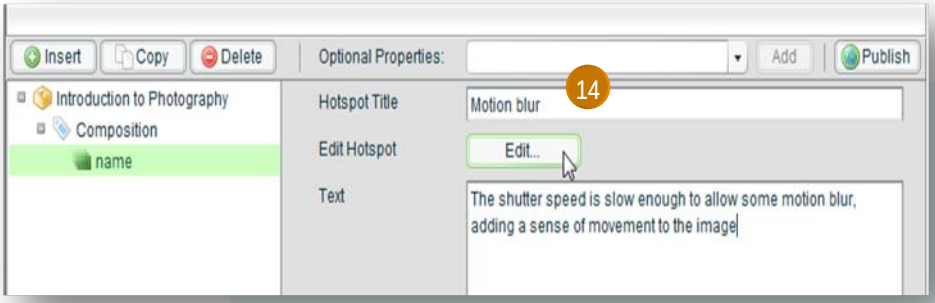


12 Add a suitable **Hotspot Title**. This will appear as our label to be dragged:

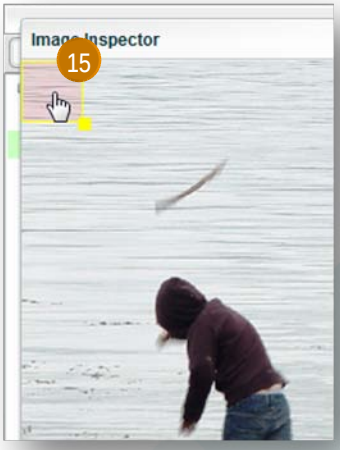
Motion Blur

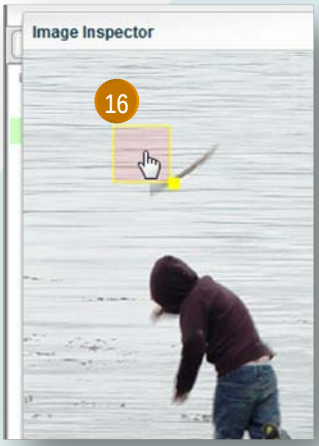
13 In the **Text** area add a suitable description and explanation of the hotspot area. This will appear when the label is dragged to the correct hotspot:

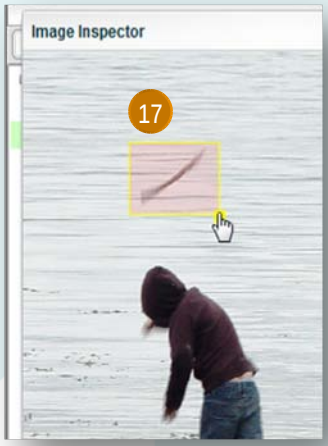
The shutter speed is slow enough to allow some motion blur, adding a sense of movement to the image



14 Click **Edit** to access the **Image Inspector** in order to position and resize our first hotspot.





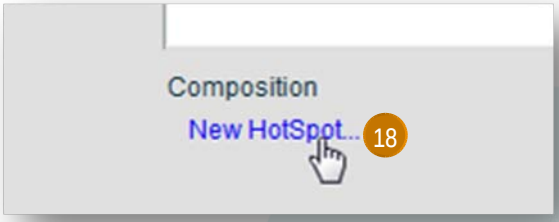


15 The hotspot appears top left of the **Image Inspector**. Click in the centre of the **hotspot** and drag it into position.

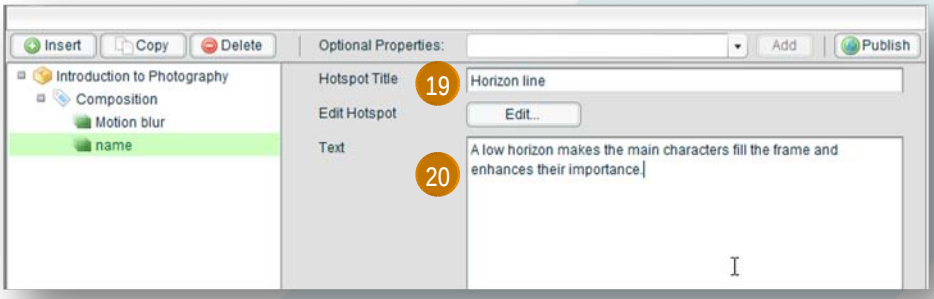
16 In this case to the top left of the stick.

17 Click and drag the bottom right **corner handle** of the **hotspot** to resize it. In this case to cover the whole of the blurred stick. **Close** the **Image Inspector** window.

That's our first hotspot complete. We can now repeat the process for the additional areas of the photograph that we wish to highlight and explain.



18 Click New Hotspot again to add another nested page.



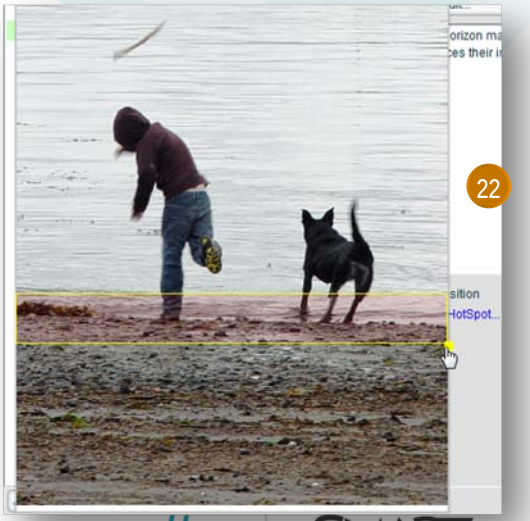
19 Add a new **Hotspot Title**:

Horizontal Line

20 In the **Text** area add a new description/explanation:

A low horizon makes the main characters fill the frame and enhances their importance.

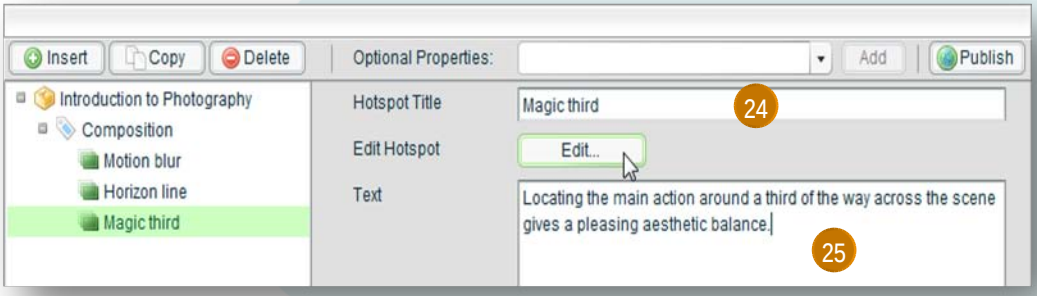
21 As previously click **Edit** to position and resize our new hotspot.



22 Position and resize the box to cover the horizontal shore line.

23 As previously close the image inspector when the hotspot is in place.

As previously click **New Hotspot** to add another nested page.



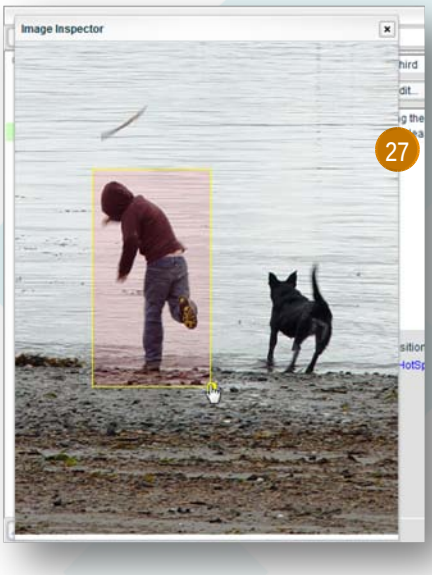
24 Add the Hotspot Title:

Magic third

25 Add the Text:

Locating the main action around a third of the way across the scene gives a pleasing aesthetic balance

26 Click **Edit**.



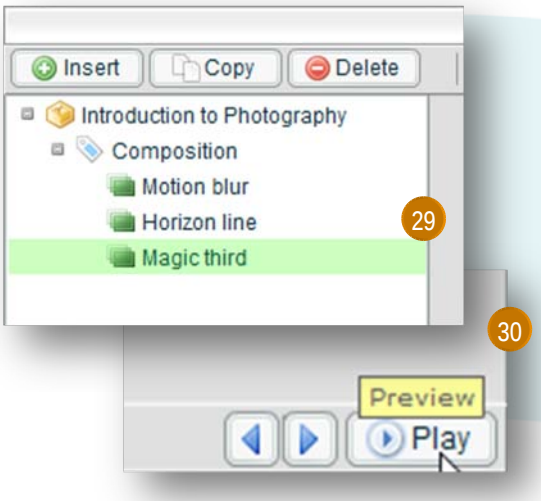
27 Position and resize the **Hotspot**. In this case to cover the main action, a third of the way across the scene.

28 Close the **Image Inspector** Window.

Testing the Drag and Drop labelling interaction.

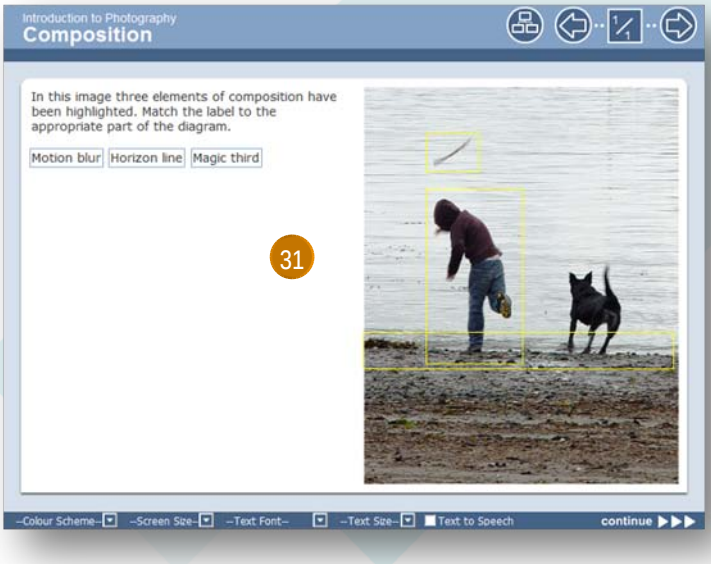
It's important to preview and test our pages and particularly where this type of interaction is involved.

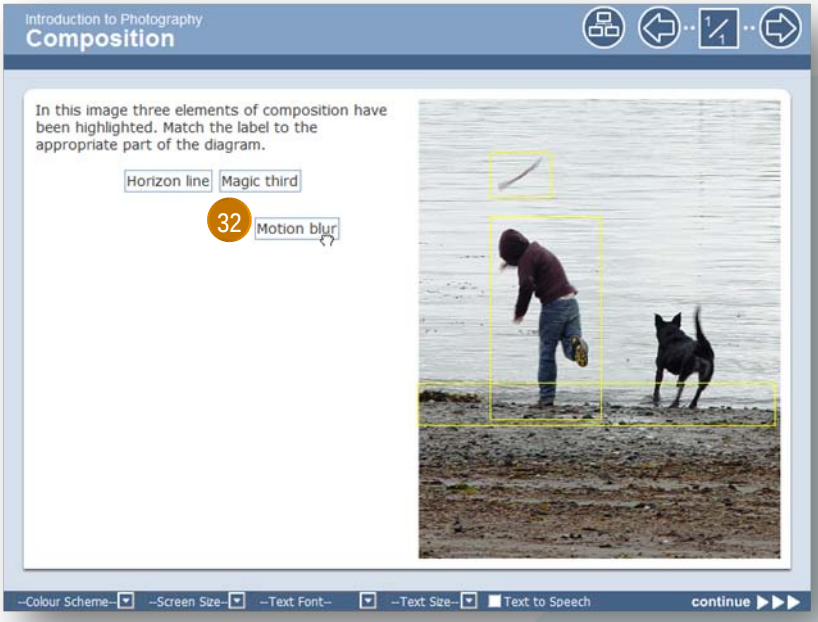
29 Our **Page Icon Panel** should look something like this. It should be showing our **Drag and Drop Labelling Page** and 3 nested **Hotspot pages**.



30 Click **Play,** bottom right of the **Editor** window, to preview.

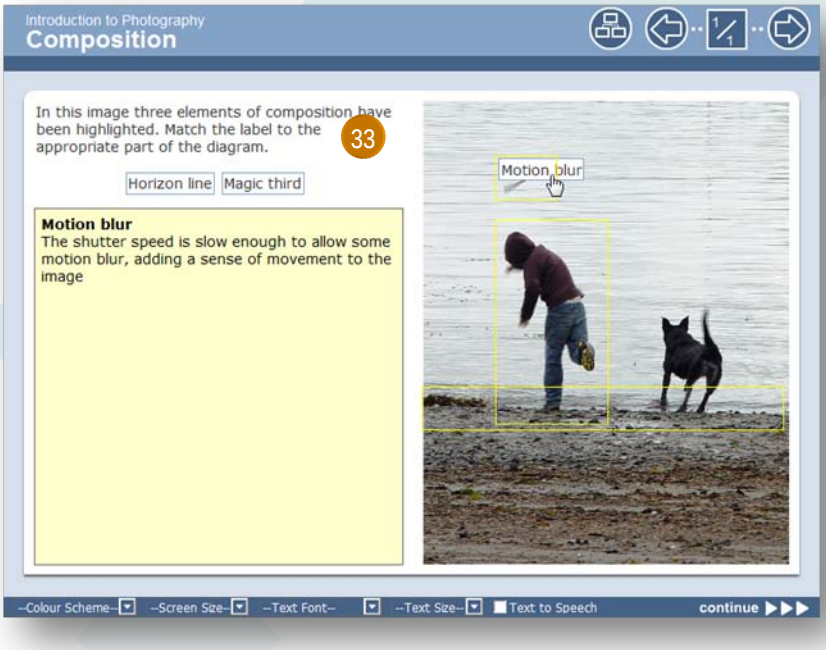
31 Our page should look similar to the screenshot below:

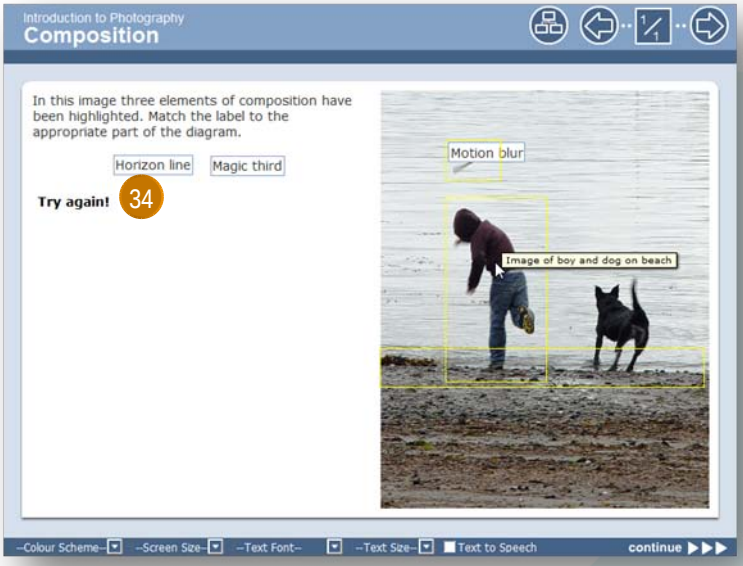




32 Drag the Motion blur **Label** to the blurred stick.

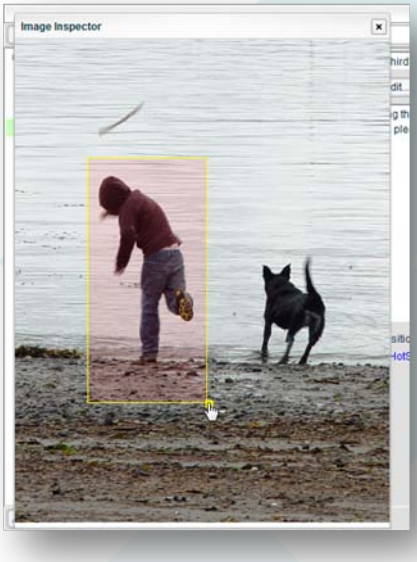
33 We should see the relevant **Text** appear.


Introduction to Photography
Composition
In this image three elements of composition have been highlighted. Match the label to the appropriate part of the diagram.
33
Horizon line
Magic third
Motion blur
Motion blur
The shutter speed is slow enough to allow some motion blur, adding a sense of movement to the image
--Colour Scheme--
--Screen Size--
--Text Font--
--Text Size--
Text to Speech
continue



34 If the **Label** is dragged to the wrong **Hotspot** it should snap back and display a **Try again!** Message.

After testing our interaction we may wish to adjust the position and size of one or more of the hotspots.



35 Click **Edit** and resize the 'Magic third' Hotspot so that it clearly extends below the area covered by the 'Horizontal line' Hotspot, making it more obvious where the two overlap.

Keyboard accessibility

Try your interaction using the keyboard alone.

Press the **Tab** key to select a label
With the label selected press the **Spacebar**
Press **Tab** again to select a hotspot
Press the **Spacebar** again to watch the label automatically move to the selected hotspot. N.B. Press Shift + Tab to tab backwards.

Recap

Like many of the other **Page Types** available with the **Xerte Online Toolkits Template,** the **Drag and Drop Labelling Page Type** makes it quick and easy to assemble complex and engaging interactions without requiring specialist technical skills. This allows us to concentrate on the pedagogy rather than the technology which is great. However we do also need to be cautious: There are many page types available and some will suit a particular learning context better than others. You should become familiar with the various page types available in order to be able to chose the most appropriate for a given context. Of course you should also have a process for obtaining feedback from the learners as well as adapting your material based on your own evaluation and reflection. Indeed you may wish to consider activities where the learners benefit from the ease of use of Xerte Online Toolkits by creating their own learning objects.

Embed YouTube videos

Introduction

This tutorial covers the use of the YouTube video page type which allows you to easily embed YouTube videos into your learning object.

Pre-requisites

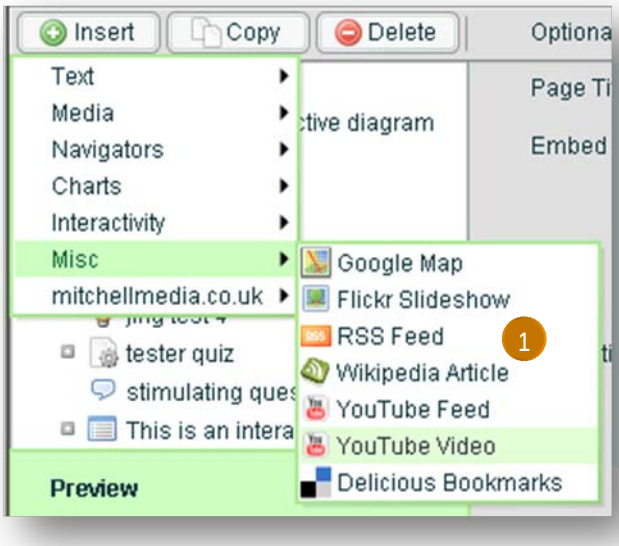
You should already be familiar with the basic steps required to create or edit a learning object with Xerte Online Toolkits before beginning this tutorial. (See relevant tutorials if necessary)

Context

This Hotspot Image page type can be used in many different contexts and provides a more engaging way of presenting information for the learner to navigate and check understanding of a particular topic. e.g. click on an image showing areas of a map or building to explore what you will find in each location. Click on a composite image of different people to see their name and what they do, perhaps for induction. Click on a screenshot of a software application like Xerte to read more about each panel or button. It's an example like the latter we will create during this tutorial. **N.B.** you can also download the assets to follow this tutorial step by step.

Adding a YouTube video page type

1 Create a new learning object or edit an existing learning object to which you wish to add one or more Hotspot Image pages.



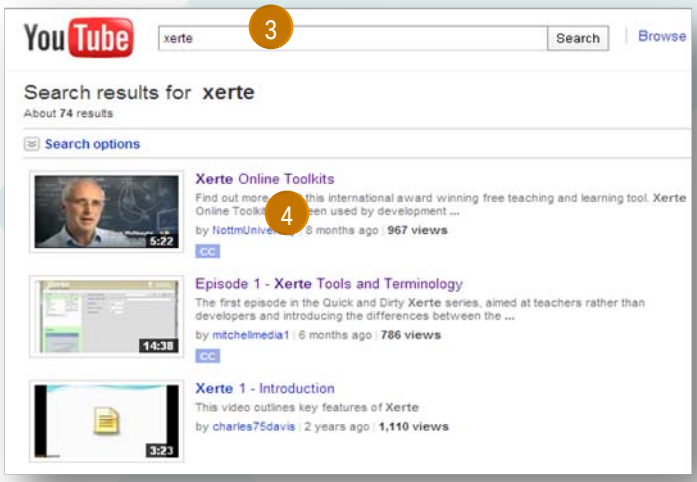
1 Navigate to **Insert > Misc** and select **YouTube Video**

N.B. as you hover the pointer over each page type a preview and summary of that template will appear in the bottom left of the window.
For this example we will be adding a YouTube video titled Xerte tools and terminology.

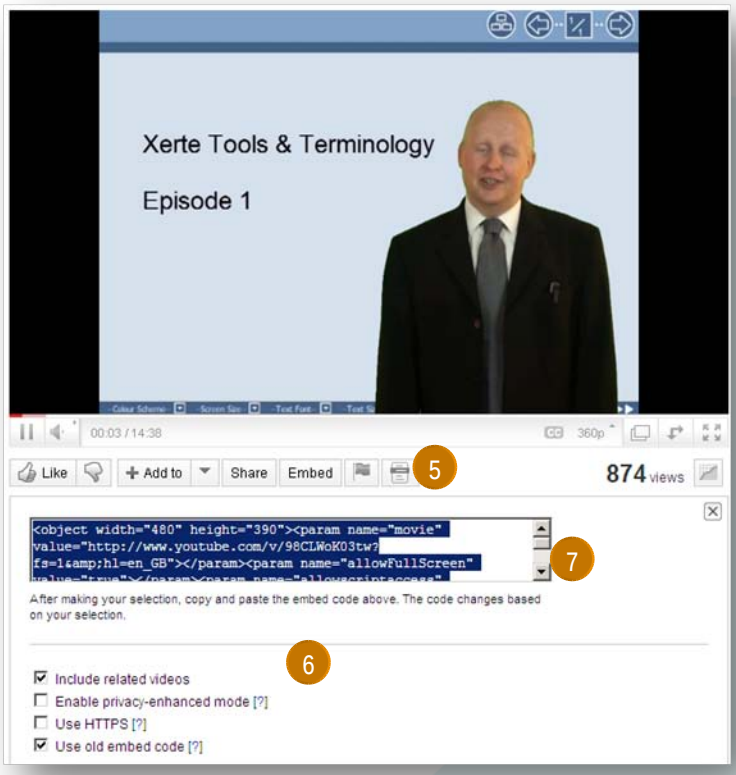
2 Navigate to the YouTube website via the internet browser (type www.youtube.com in the address bar of internet explorer, firefox or the safari web browser).

3 Type 'Xerte' into the search toolbox

4 Select the video titled 'Episode 1 – Xerte Tools and Terminology'.


YouTube
xerte
3
Search
Browse
Search results for xerte
About 74 results
Search options
Xerte Online Toolkits
4
Episode 1 - Xerte Tools and Terminology
The first episode in the Quick and Dirty Xerte series, aimed at teachers rather than developers and introducing the differences between the ...
by mitchellmedia1 | 6 months ago | 786 views
Xerte 1 - Introduction
This video outlines key features of Xerte
by charles75davis | 2 years ago | 1,110 views

e-learning
Uxbridge College



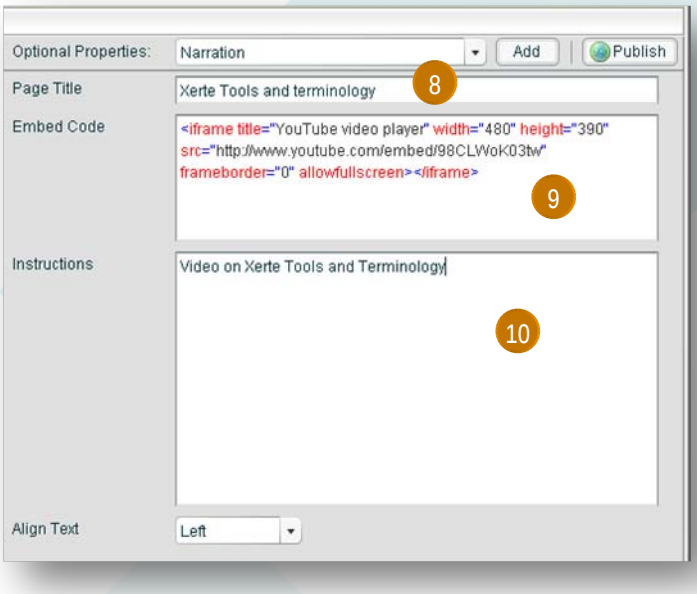
5 Click on the embed button to view the embed code.

6 You will need to click on the box titled: **Use old embed code.** This will be the embed code that we need.

7 Right click on the mouse to copy the embed code.

8 Navigate back to your Xerte Learning object and enter a page title in the **Page Title** text box:

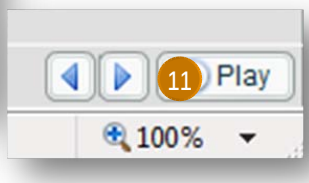
Xerte tools and terminology.



9 Paste the embed code copied earlier from YouTube into the Embed Code window.

10 The instructions box is used as a description for your video.

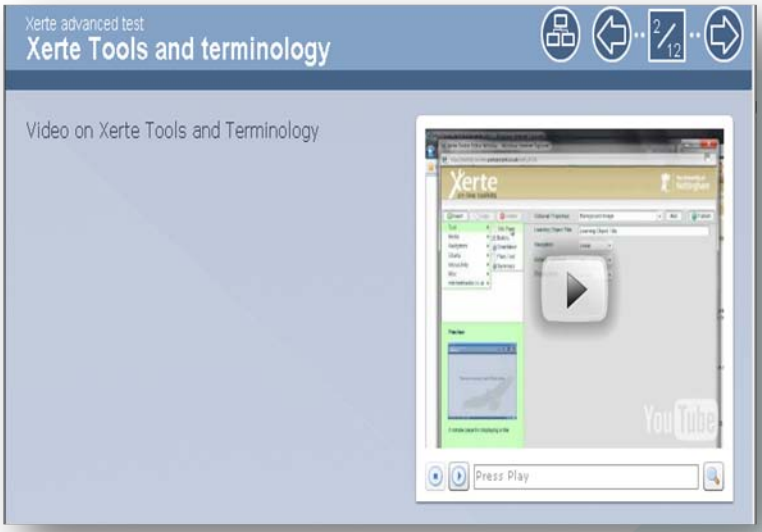
Type in **'Video on Xerte Tools and Terminology'.**



11 Click on Play to preview your YouTube video page

moodle | SMART Board | JISC

UXBRIDGE COLLEGE



Xerte encases the video into a bordered window where the user can choose to play and stop the video when required. The magnifier icon at the bottom can also be used to increase the size of the video.

Quiz

Introduction

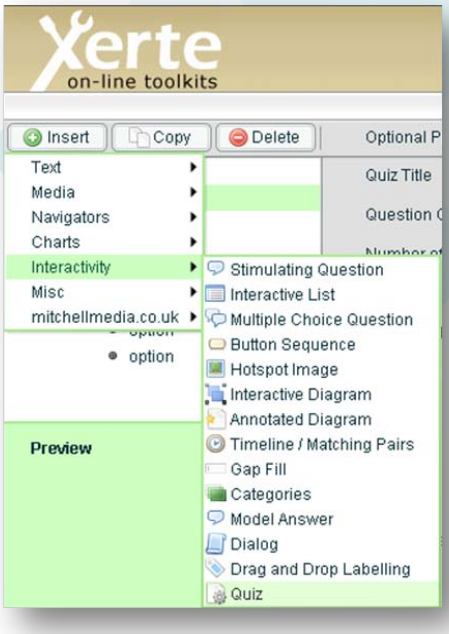
This tutorial covers the use of the quiz page type which allows you to create a series of multiple choice questions. The quiz page type can be set up to allow a single answer or multiple answers and can also include images. A final grade is given to the user once the user has answered all of the questions.

Pre-requisites

You should already be familiar with the basic steps required to create or edit a learning object with Xerte Online Toolkits before beginning this tutorial. (See relevant tutorials if necessary)

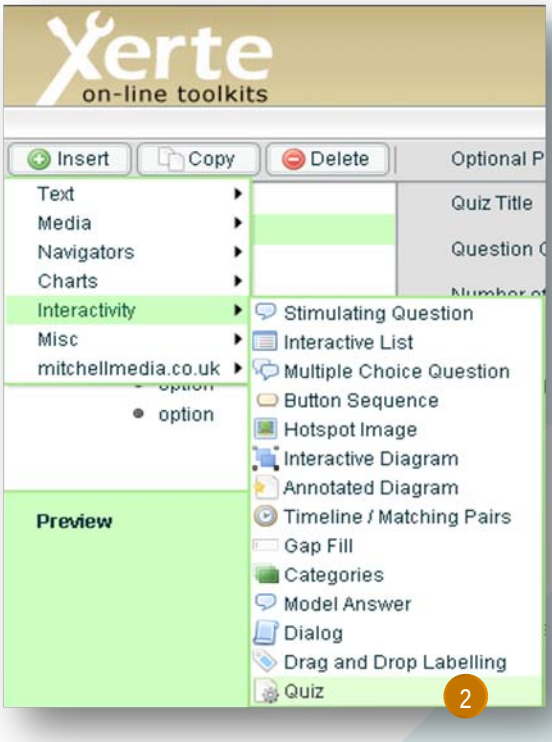
Context

This Quiz page type can be used in many different contexts and provides a way of testing a learners knowledge on a particular topic.
presenting information for the learner to navigate and check understanding of a particular topic. e.g. labelling parts of an engine and reading about what each part does. Labelling health and safety hazards in a kitchen and learning about what precautions can be taken. Labelling features of a software application and perhaps recapping on what functions they achieve. In this example we will continue with our basic introduction to Photography by explaining key aspects of composition. **N.B.** you can also download the assets to follow this tutorial step by step.



Key:

- New sequence
- 1 Sequential steps with screenshots for reference
- 2 Repeated steps without screenshots



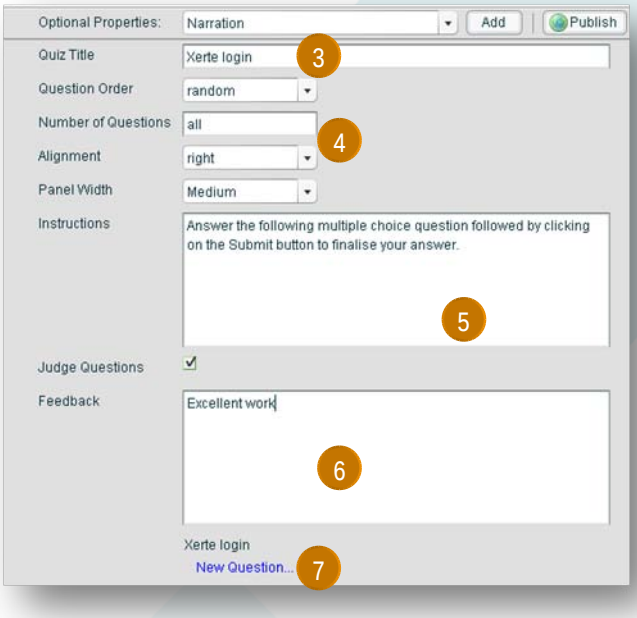
Adding a Quiz page type

N.B. In this first example we will create a question that has 2 answers, one being correct and the other being incorrect.

1 Create a new learning object or edit an existing learning object to which you wish to add one or more Hotspot Image pages.

2 Navigate to **Insert > Interactivity** and select **Quiz**

N.B. as you hover the pointer over each page type a preview and summary of that template will appear in the bottom left of the window.



3 Give our quiz page a title.

Xerte Login

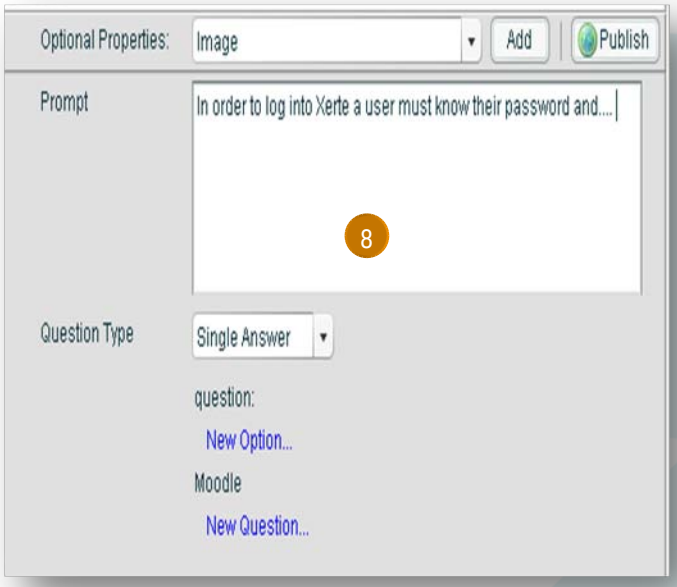
4 Change the alignment to right so that the questions to the quiz appear to the right.

5 Type in the instructions for the quiz.

Answer the following multiple choice question followed by clicking on the Submit button to finalize your answer.

6 Excellent work.

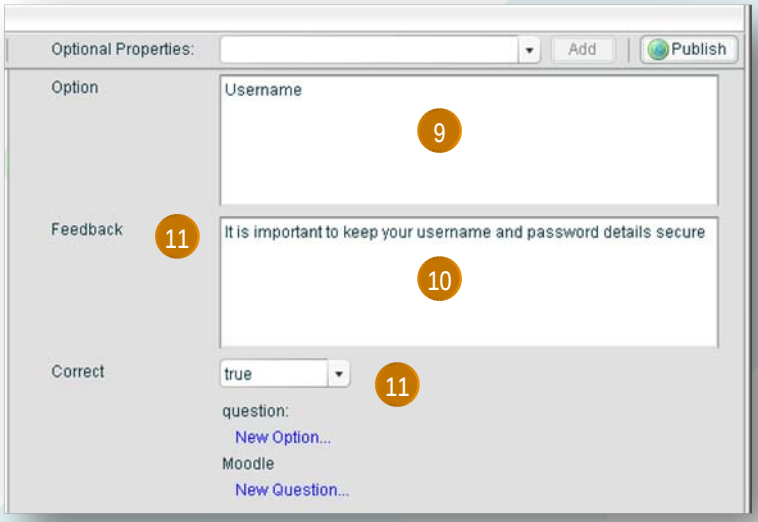
7 Click on ‘New Question’ at the bottom of the page to create your first question.



8 Type your question into the prompt box

In order to log into Xerte a user must know their password and...?

N.B Leaving the question type as **single answer** will allow the user to only select one answer. For now we will leave this as a **Single answer**.
Click on **New Option** to add an answer to this question.



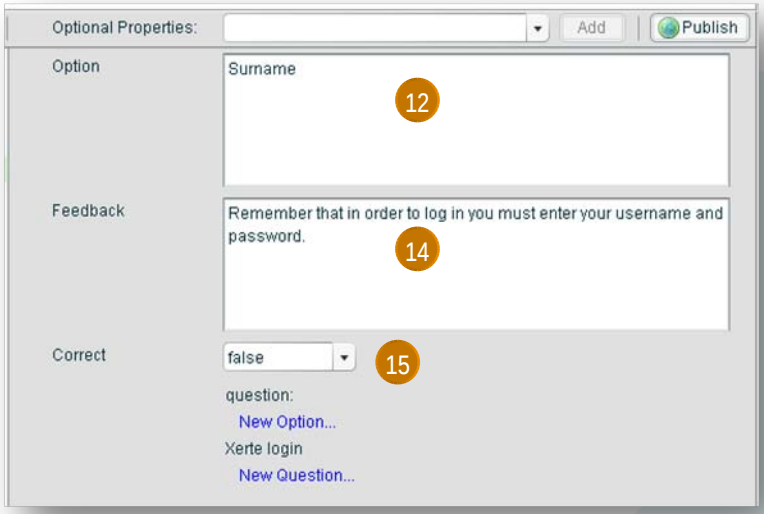
9 Type in the first answer into the option box.

Username

10 Text typed into the feedback box will be displayed if the user selects this answer. Type the following text into the feedback box.

It is important to keep your username and password details secure.

11 As this is the correct answer leave the **correct** option as true.
Click on **New Option** to add another answer.



12 Enter an answer in the option box.

Surname.

14 Type feedback into the feedback box

Remember that in order to log in you must enter your username and password.

15 Under the Correct option select false.

16 Click on Play to preview your quiz.

Design

Introduction

This tutorial covers the use of the Title page and background image in order to create a unique design for your Xerte learning object. Backgrounds can be created by using the easy to use PowerPoint templates and then be inserted into your Xerte learning object as an image. These images can be used as a stand alone page and also as a background for all the pages in your Learning object

Pre-requisites

You should already be familiar with the basic steps required to create or edit a learning object with Xerte Online Toolkits before beginning this tutorial. (See relevant tutorials if necessary)

Context

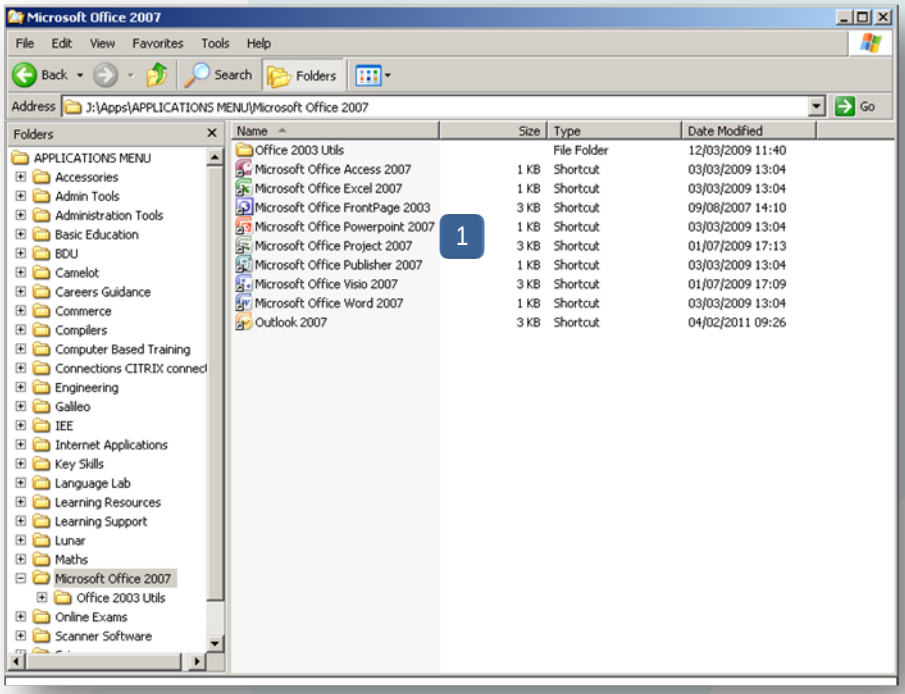
The Title page type is mainly used for the viewing of basic text, however we are able to insert an image onto this page and create a more appealing title page. Alternatively we can use the background image property that allows an image to be displayed across all of our page types.
In this example we will be using PowerPoint to create a design followed by inserting this design into our xerte learning object.

Key:

- New sequence
- 1 Sequential steps with screenshots for reference
- 2 Repeated steps without screenshots

New sequence

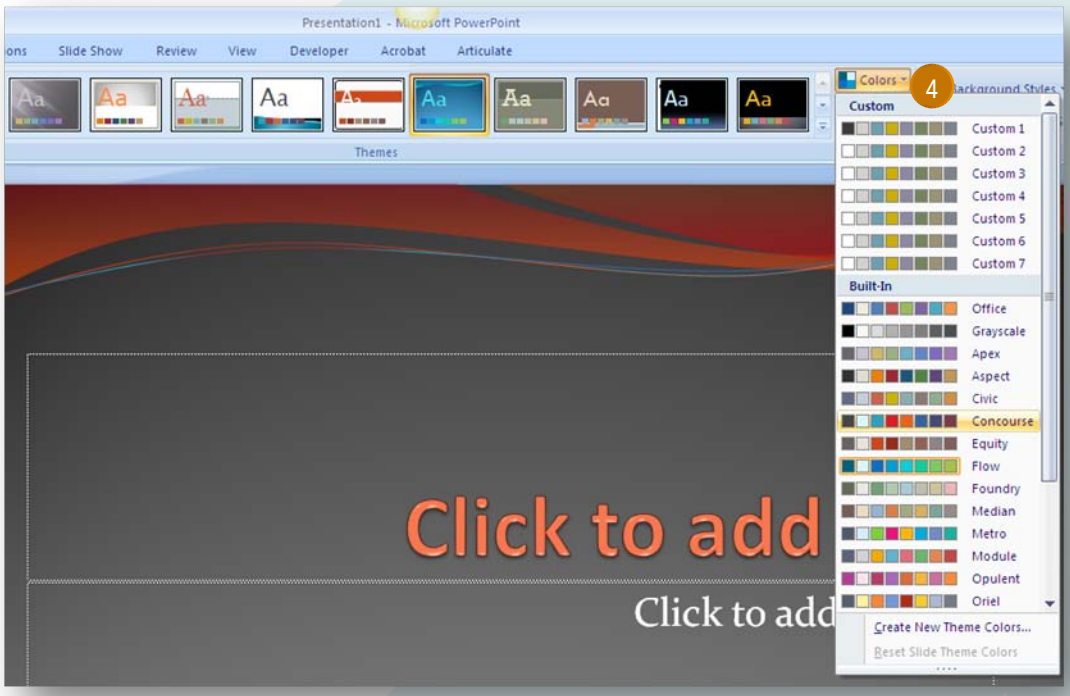
Design a page using Microsoft PowerPoint 2007



1 Open Microsoft PowerPoint 2007.

2 Click on the design tab to bring up a list of template designs to choose from.

3 Click on a design template

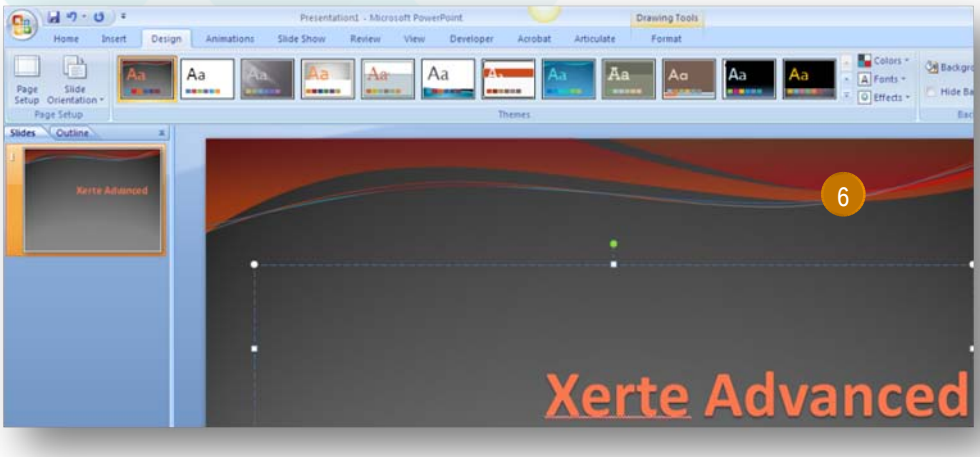


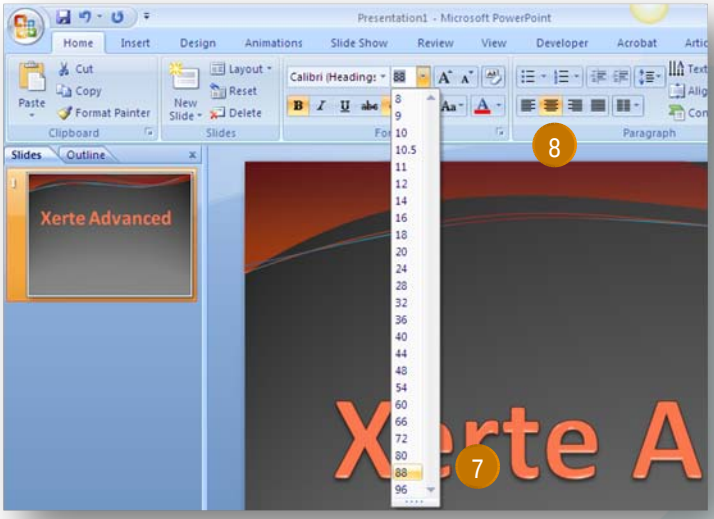
4 Click on the colors link to bring a drop down menu of different colour schemes to choose from.

5 Select a color scheme.

6 Click inside the 'Click to add a title' textbox to start adding text and type. N.B delete the **'Click to add'** text box below.

Xerte Advanced



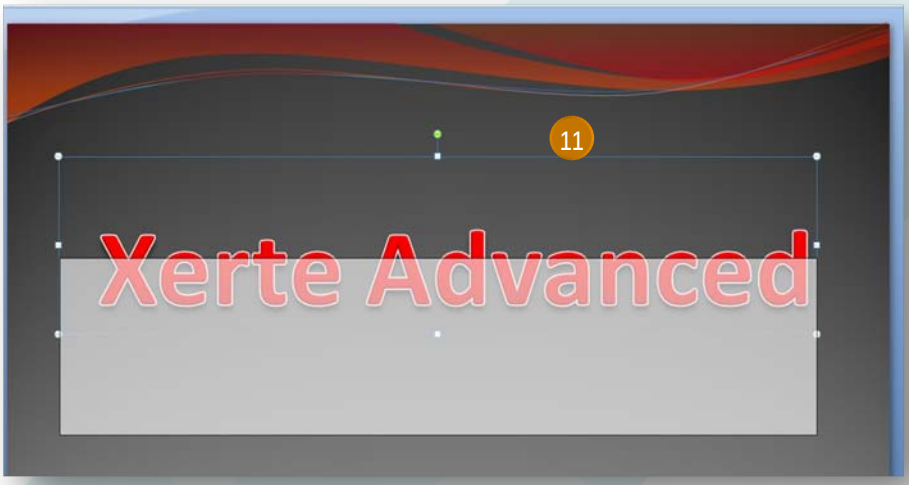


7 Increase the size of the font to 88.

8 Centre align the text by selecting the text box followed by pressing the centre align icon.

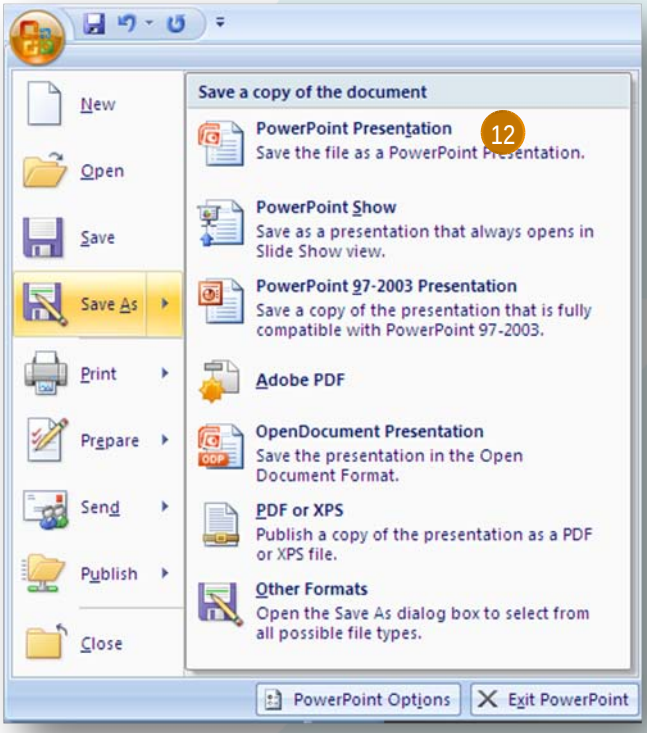
9 Navigate to the format tab and click on the arrow above the word styles.

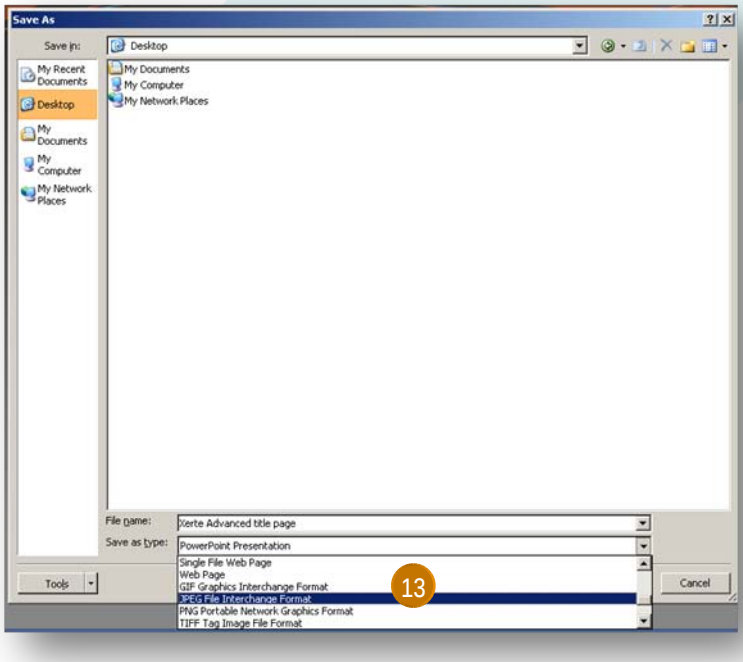
10 Select one of the word styles from the drop down menu box.



11 Click on the text box and drag the title down to the centre of the page.

12 Click on the Windows icon at the top left side of the screen and click on save as followed by PowerPoint presentation.

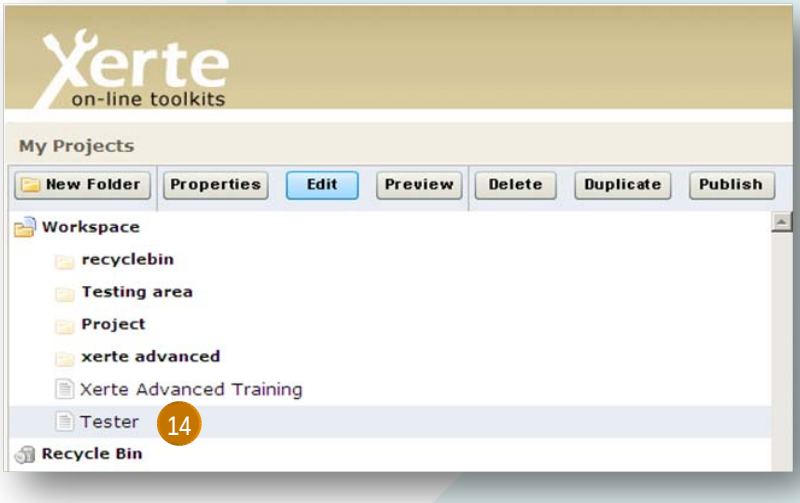




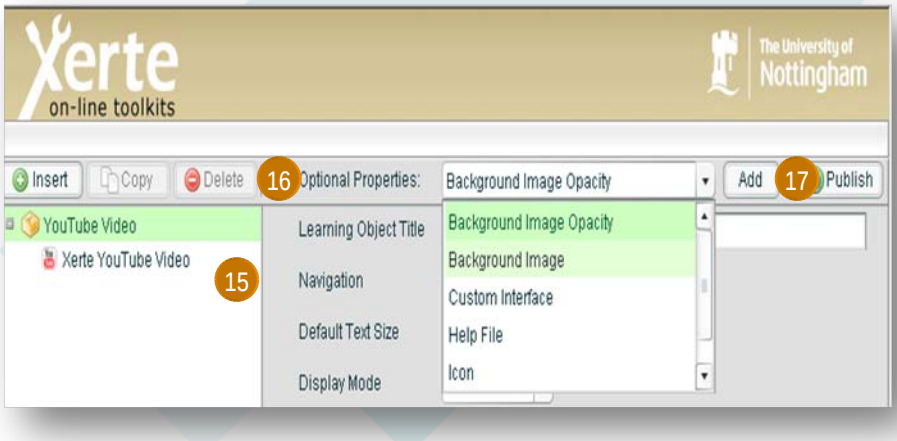
13 Name your presentation and save it as a **'JPEG file interchangeable format'.**

Inserting your background image.

14 Navigate to your Xerte toolkit and open the learning object you want to add the background image to.



15 Navigate to your learning object settings.



16 Click on the **'Optional Properties'** drop down menu to select **'Background image'**

17 Click on 'Add' to add this option to our learning object.

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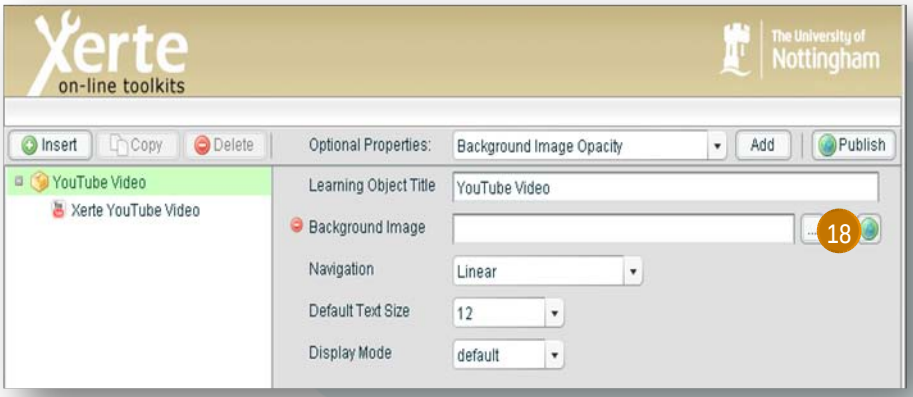
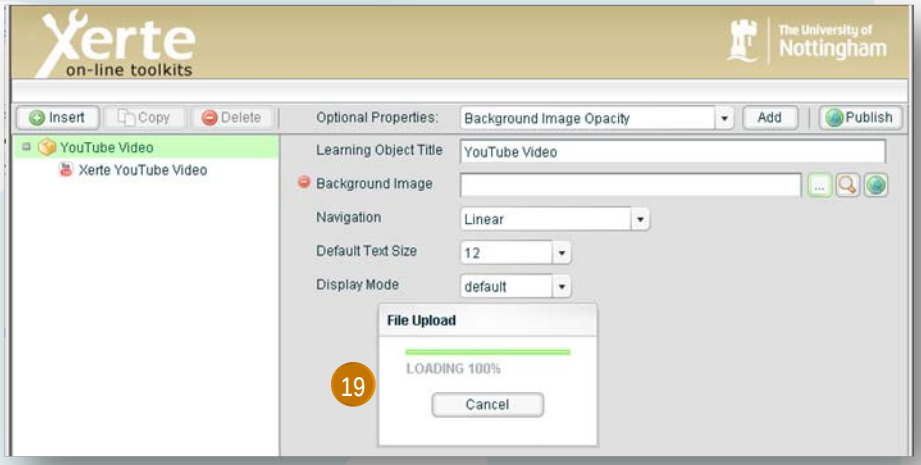
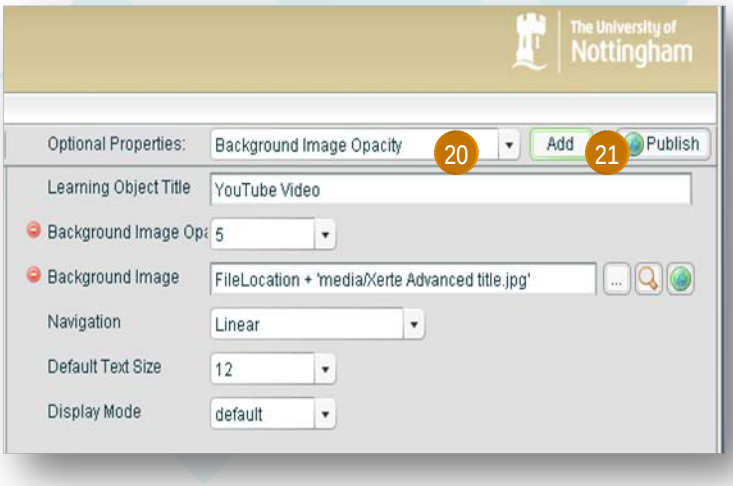


18 Click on the import media button and locate and open the PowerPoint image file created earlier.

19 Once you have selected the PowerPoint image, you will be presented with a loading screen. This may take some time as you are uploading the image to your learning object.





20 N.B It is also a good idea to add the '**background image opacity**' property which will enable us to toggle the amount of opacity we require for our learning object.

21 Click on the **background image opacity** from the **optional properties** tab and click **Add.**

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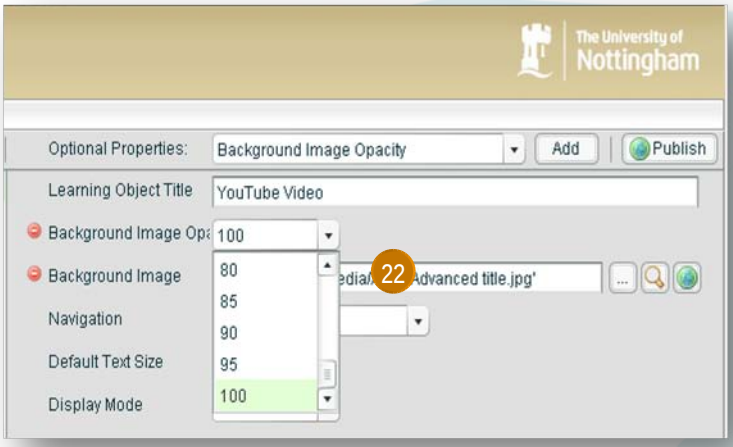

22 Click on the **Background image opacity** tab and change the opacity to 100.

23 Click on **Play** to save and preview your Learning object.

N.B images like this can be added to title pages too making your Xerte learning object that bit more eye catching and user friendly for your audience.. Remember to check out the the **optional properties tab** at the top of the page to add any extra features or elements that a page type can support.

Recap

Multiple choice question page type.

- To insert a multiple choice question page:
- Navigate to **Insert > Interactivity** and select **Multiple Choice Question**
- **Ensure that you have a suitable title for your multiple choice question.**

Hot Spot page type

Navigate to **Insert > Interactivity** and select **Hotspot Image**

Ensure that you have a suitable title and instructions for your Hot Spot page type

Remember that you can change the interactivity to show where the Hot Spots are or to only provide a description when clicked.

Embed YouTube Videos

Navigate to **Insert > Misc** and select **YouTube Video**

- **Remember to make sure that the video is working on YouTube before copying the embed code.**
- **Remember that using an embed code creates a link to that video and that if the video is removed from YouTube it will also be removed from your YouTube page type.**
-

Drag and Drop page type

- Navigate to **Insert > Interactivity** and select **Drag and Drop Labelling**
- Ensure that you are precise when marking your Hot Spot on an image, especially if all of your Hot Spot areas are close together

Quiz page type

- Navigate to **Insert > Interactivity** and select **Quiz**
- Ensure that you give clear instructions on how to navigate through the quiz using the instructions box
- **It is also a good idea to align your questions to the right so that your instructions are displayed on the left.**

Design

- **Open Microsoft PowerPoint 2007.**
- **Design your image using the Microsoft PowerPoint templates.**
- **Save your image as a JPEG interchangeable format.**
- **Use the Optional Properties to add the background image option.**

Notes

Make notes here to remind yourself and reflect on any ideas you had, or features you discovered, whilst working through this guide.